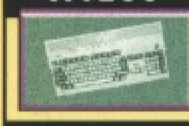
THE ONE FOR...

A500/600

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2 DISKS!

Featuring the biggest demo EVER!



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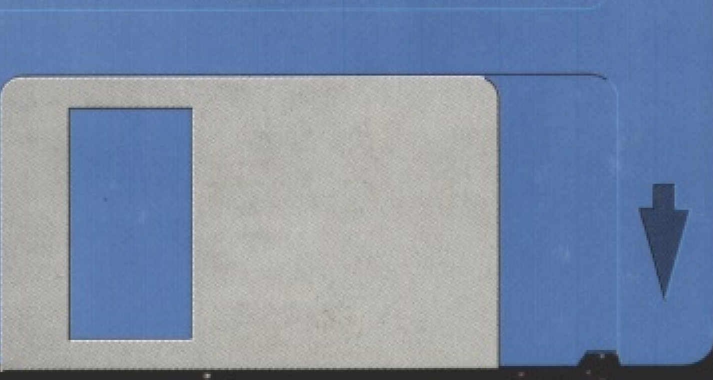
MARCH 1994 £3.95 (DM 20; Lire 12,000)

WIN A CD32! Great Team 17 compo inside!



SENSIBLE WORLD OF SOCCER

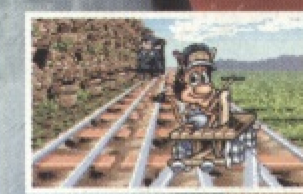
At last! Sensible Software reveals its plans for the soccer sequel of the century!


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What, no disk? Ask the newsagent!



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HUGO THE TROLL! The most incredible graphics ever?


SUPER FX! The Amiga does the Starwing thing!

REVIEWED! Ryder Cup, Batman Returns, Puggsy, Innocent Until Caught, Winter Olympics, Super Methane Bros, Snapperazzi and many more!

PREVIEWED! Sibwing, Armourgeddon 2, Pinkie and Bump 'n' Burn to name a few!

TIPPED! Liberation, The Labyrinth Of Time, Star Trek, Simon The Sorceror and loads more!


03
9 770969 293010
Printed in the UK


PC Screen shot


AMIGA

CU AMIGA

97%

"The ultimate in space adventure, Frontier is the single most important step forward for games this decade."



PC ZONE

95%

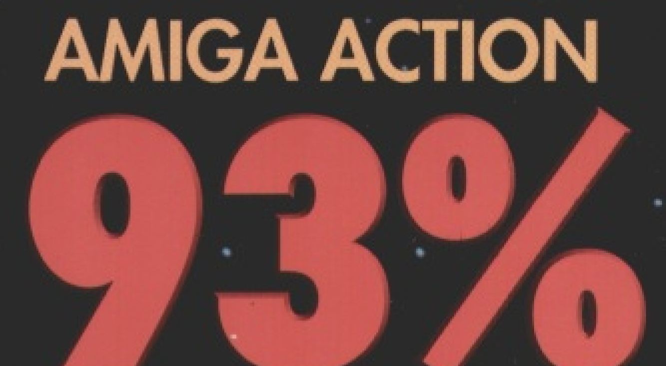
"Unrivalled classic, nothing comes close."

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AMIGA ACTION



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"Frontier is probably the best game I have ever played. This offers everything you could want in a game of this type."

THE ONE

96%

KONAMI

only the very best

Available on PC,



A Screen shot



PC Screen shot

VID
BEN
ENTS

TIER

ITE

"Like Elite before it, Frontier is a game that rises above its feeble competitors like a colossus and will be talked about in awe for years to come. It's better than you could ever have dreamed it to be."

C & VG
96%

"One of, if not the, biggest games ever, Frontier is a title that will make the rest of your software collection obsolete."

AMIGA FORMAT
90%

"Frontier sucks you in and keeps you hostage. It's a monster."

PC REVIEW
9/10

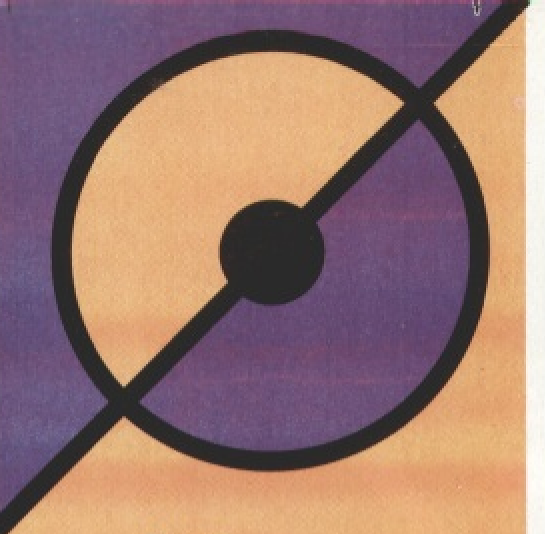
"The best space game ever."

GAMETEK

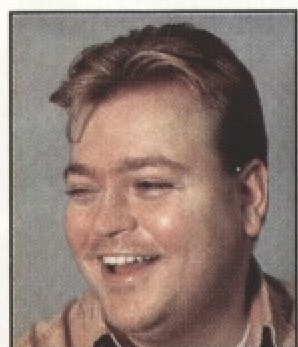
mature with time

AMIGA, ATARI ST

by Konami. Distributed by Gametek



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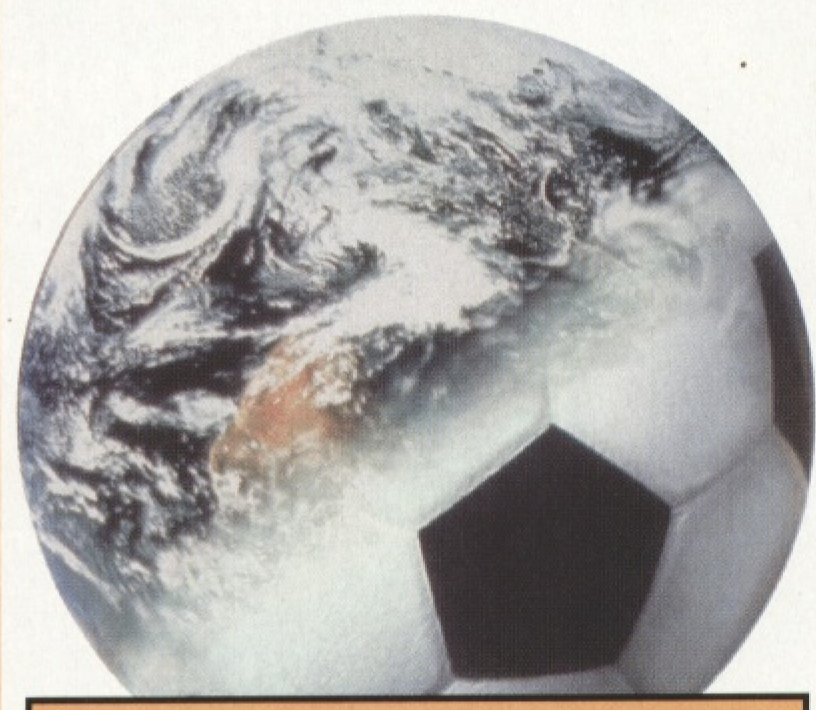


There are tears in my eyes as I write because — sob! — this will be my last issue as Editor of The One. It's all because of that rat Simon Byron who, aided and abetted by those turncoats Matt and Jenny, staged a South American-style coup d'etat and ousted me from my seat of power. So, as from next issue, it's his gormless face you'll see peering out of the picture box to the top-left. Never mind, as Lord EMAP's seen me right and is moving me onto a new project — a relaunch of Sinclair User. Apparently, the ZX Spectrum is making a comeback. Or so he tells me. Anyway, thanks to you, the readers, for all your support over the past year or so and I hope you enjoy the mag under Simon — even though you know it won't be half as good as it was under me.

DAVID UPCHURCH, EDITOR (as was).

4 CONTENTS
EXCLUSIVE! Two — yes, TWO! — whole pages filled with, er, well, you know, um, contents really.

6 BOOT SECTOR
Four pages quite literally throbbing with what people are already calling 'That bit about the cover disks.' Crikey!



SENSIBLE WORLD OF SOCCER.........22

You've waited and waited, and at last it's rolling over the horizon towards us. Go forth and check out our exclusive four-page report.

12 NEWS
As ever, The One is slap bang in the middle of the Amiga world, completely without a clue. We tell you what we reckon is going on. (Disclaimer — The One retains the right to be completely wrong at all times.)

18 LETTERS
You wouldn't believe the fun we've had typing in all your brilliant letters this month. At one point, we had to close the office and go home early because David got all frothy and out of hand. Now you can too.

22 KICK OFF!
Sensi Sensi Sensi! Yup, we're hot, we're happening and, best of all, we're great mates with Sensible Software. If you want to be just like us, then turn immediately to this four-page feature on the follow-up to one of the best-selling Amiga games of all time — Sensible World Of Soccer.

26 ONE ON ONE
Find out exactly what makes the authors of the Championship Manager games tick, as we probe where no one has probed before — into the pants of Intelek.

30 'ERE WE GO! 'ERE WE GO! 'ERE WE GO!
We get our balls out and kick them around a lot. When we're not doing that, though, we're busy bringing you news and previews of all the footy games you can expect to see in 1994.

35 WORK IN PROGRESS
Your chance to travel with us to top software developing locations across the planet that you call Earth. Expect to encounter such creatures as Acid Software's Sibwing, Millennium's Pinkie and Psygnosis's Armourgeddon 2. Oh yes, and tons more besides!

53 REVIEWS
This month we unveil the scores on the doors for such beauties as Winter Olympics, Ryder Cup and Innocent Until Caught to name but, well, three actually. This is where to look if you want to find out which company's PR rep spends the most money on us and buys us the best... (Snip — Dave.)

80 UPDATES
We've had a tremendous response to our 'spot the fish' competition (What? — Dave) and once again we look at software that's been souped-up and re-released for the A1200 and CD32. (Have you been drinking again? — Dave.)

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Coverdisks compiled by Grants Computing — we couldn't do the mag without him.

Seriously noiw, we're getting a little fed up with people sending in faulty coverdisks to us. Please, please, please send them to; The One Coverdisk Returns, PC Wise, Dowlais Top Business Park, Dowlais, Merthyr Tydfil, Mid Glamorgan CF48 2YY. We regret that any coverdisk problems sent to us will remain unanswered.

"So long, and thanks for all the cake..."

ents

82 REPLAYS
It's been a bumper month for budget releases, so you can expect nothing less than six pages of tip-top coverage. Hit me, baby, hit me!

90 KILL ZONE
You'd be amazed at the crap you can churn out once you've worked here for a while, you really would. Anyway, where was I? Oh yes. Wow! Check this out dad-dad-daddio — Liberation, Labyrinth Of Time, Star Trek and the continuing solution to Simon The Sorceror. Yes, it's all true! Crazy or what?

104 PD ZONE
Gimme, gimme, gimme a man after midnight. Won't somebody help me chase the shadows away. (I think he means it's PD Zone as usual. — Dave.)

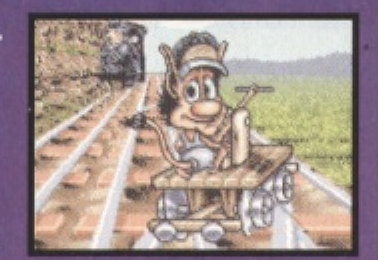
107 BACK ISSUES
I've just had a great idea. How about if we hide half the mags in a cupboard downstairs, and then get people to buy them a couple of months later at a much inflated price? (Brilliant. — Dave.)

108 SUBSCRIPTIONS
You may've been in Desperate Dan's Pie Eaters club, you may've joined the Dennis & Gnasher fan Club, but nothing could've prepared you for this. Yes, this is your chance to become a subscriber to The One. Let's rock!

110 RECOMMENDED
Once again David manages to tick off four pages of his monthly quota by churning out the same thing as last month. With a couple of minor changes. Clever man, that Upchurch.

114 NEXT MONTH
Round and round and round she goes, where she stops, nobody knows. Yes, we employ a tried and tested but totally unreliable method to find out what's likely to happen next month. (Disclaimer — The One retains the right to be completely wrong at all times. As usual.)

HUGO THE TROLL..46
This may look a little familiar and quite rightly so. We've got all the info on the graphically-stunning game from Supervision that's already been a big hit with viewers of ITV's "What's Up Doc?' Cor!



GUARDIAN.......36
You don't have to put up with those awful Nintendo nuts going on about their Starwing anymore, as Acid Software are about to prove that anything the Super NES can do, the Amiga can do better.



WIN! A CD32! Head for page 88 now!

DO YOU LIKE FOOTBALL? Of course you do, so why not turn to page 29 for a massive preview of every major footy game coming out this year!

GAMES FEATURED IN THIS ISSUE

ARMOURGEDDON 2	WIP	42
BATMAN RETURNS	REVIEW	64
BUMP 'N' BURN	WIP	40
CHAMP. MANAGER ITALIA	REVIEW	58
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PINKIE	WIP	44
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WHEN TWO WORLDS WAR	REVIEW	72
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ON THE DISKS...
Wet the tip of your finger and thumb. Oh yeah. That's good. Now turn the page to see how you can get to footy and PD demo heaven with our stunning coverdisks.







BOOT SECTOR

BENEFACTOR
Psygnosis

Well, this is a bit of a treat and no mistaking. Although Benefactor hasn't got the most eye-poppingly beautiful graphics ever, spend a few minutes playing the thing and you'll be head over heels in love with this rather smart arcade adventure. And that's official!

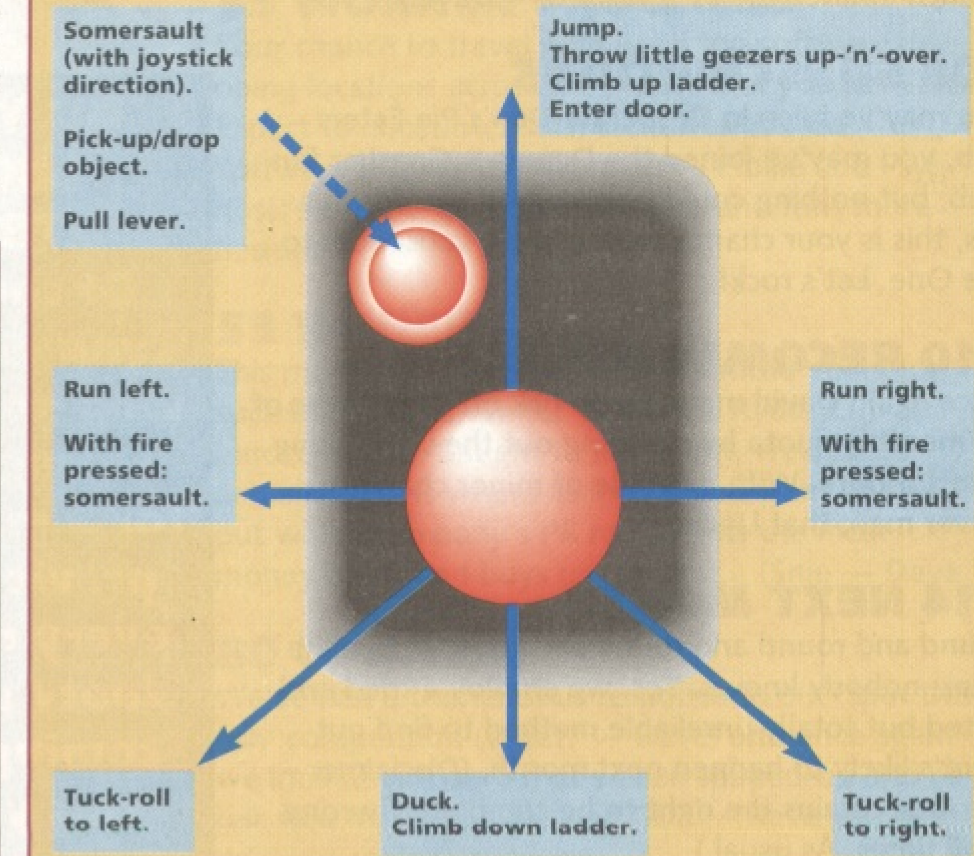
You take control of a bloke (I don't know his name, it doesn't say) who has to help some little blokes (it doesn't give their names either) get to a teleporter thingy at the end of each level. (We're always well informed on The One. - David.)

The little blokes are pretty intelligent and will make their way towards the teleporter, only stopping when they get to an area they can't negotiate without your help. This help can include picking them up and throwing them onto a higher platform, flicking a switch to extend a platform or opening a door that blocks their way.

At the beginning of each level, the little chaps are held in small rooms which can be opened using the gold keys found around the level — though it's not always advisable to do that straight away (more on that in a minute).

The little lads come in two flavours; full-coloured smart ones



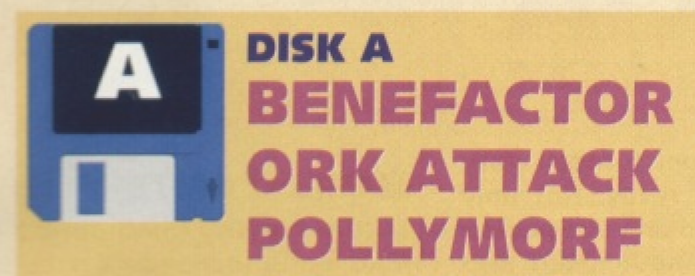




LOADING YOUR DISKS

1. Dive dramatically towards your mag and firmly collect the disk of your choice, bringing it to your chest.
2. Executing a perfect overhead kick, shoot the disk into the goal mouth of the disk drive and punt your Amiga on.
3. Celebrating with your team mates in an embarrassingly 'intimate' way, choose the demo of your choice using the function keys.
4. Play the game. He shoots! He scores!!

This month, due to the incredible disks on offer, we've got not one, not two, not three but FOUR pages worth of Boot Sector. Imagine how 'thrilled' Matt Broughton was when we told him!



DISK A
BENEFACTOR
ORK ATTACK
POLLYMORF



DISK B
CHAMPIONSHIP MANAGER ITALIA
PREMIER PICS

(who won't do anything to hurt themselves) and black and white ones who are as thick as a thick plank of something thick (i.e. will quite happily walk into lakes of bubbling death juice). You need to put these thickos through special colouring machines to make them more intelligent but — you just knew there was one of those 'buts' on the way, didn't you? — these colouring machines are initially switched off.

To activate them you have to collect a pot of paint (usually found elsewhere on the level) and stick it into the funnel at the top of the machine. When the black and white folk walk through the bottom unit, they'll become fully-coloured, fully-functioning smarties.

You're a fairly athletic bloke and can pull off a number of award-winning moves, such as Impossible Mission-style somersaults and Flashback-y forward rolls, not to mention climbing onto higher platforms and a few other things to boot. The bar at the base of the screen shows your current energy so don't fall too far, or you'll find yourself back at the beginning of the level.

As you travel around, you'll find a number of nasties to avoid, as well as tons of lovely jewels and interesting collectibles just asking to be stolen — just remember to keep an eye on your thickies while you're bombing around the place! It's great fun, and I for one can't wait to play the finished game.



ORK ATTACK

Complete PD game!

The more observant of you may recall this from a recent PD Zone where it scored quite handsomely, and here it is for you to sample yourselves.

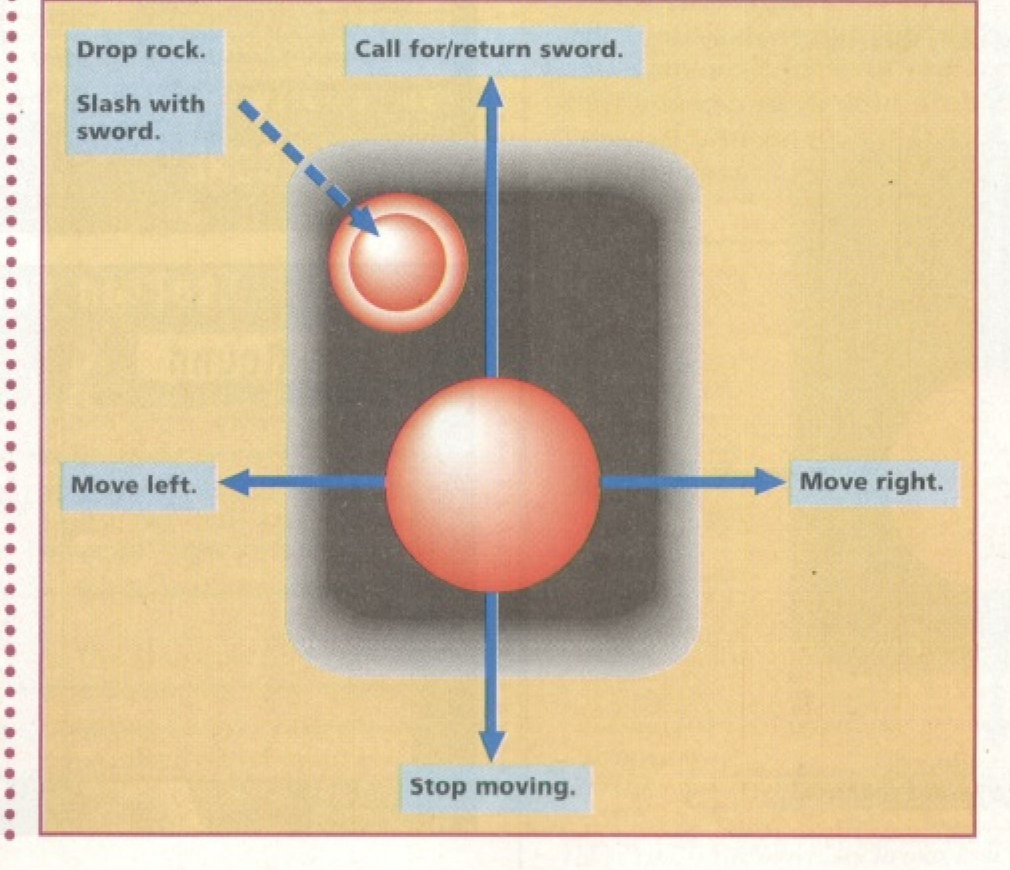
You play the part of a lone knight left to protect the King from a seemingly never-ending Ork attack on his castle. You do this by standing on the castle's battlements and hurling rocks at the Orks as they climb towards you or, should they get to the top, calling for your sword and chopping off their ugly heads with one well-timed swipe.



There will only ever be one rock on-screen at a time, and this can be picked up by running over it and then dropped by standing above the offending Ork and pressing Fire (it's also worth mentioning that it's easier to control if you pull 'Down' on your joystick to stop the knight moving).

If it becomes apparent that an Ork is going to get to the top before you can brain him, you can drop the boulder and call for your sword (by pushing 'Up'). Your trusty squire will oblige and chuck the weapon towards you, leaving you to chop off the Orks' heads. Again, it's worth mentioning that no new rocks will appear until you throw the sword back to the squire (by pushing 'Up' again).





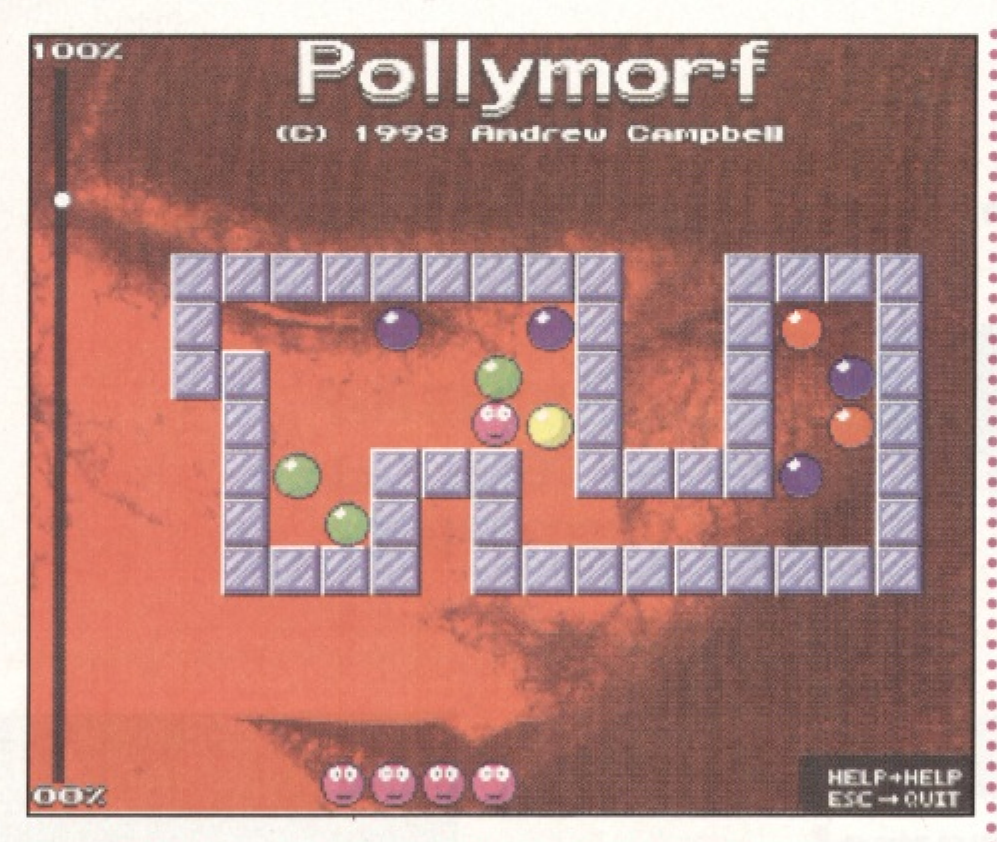
Every now and then a chief Ork will appear (identified by his glowing staff — chortle) and slowly ascend the wall. If the chief gets to the top, the staff will explode and it's Game Over time. You can't kill him with the sword and so must drop a rock on his head, setting off the staff and affectively 'smart bombing' any other Orks on-screen.

Once you've killed a set number of Orks, a magic staff of your own will appear at the top of the screen (providing you're not holding the sword) and when collected will flash-fry any Orks left, exiting the current level.

Before you move on to the next level, you'll often enter a sub-game where you take over as the squire and must sweep the dead Ork bodies into the moat. You do this by pushing them with the brush and must dispose of as many as possible before the time runs out. This is purely a bonus round, so nothing can really go wrong here.

You then appear on the next level where things get a bit harder, with more Orks, not to mention the appearance of Orks with helmets which can only be killed using the sword.

It's all very frantic and, considering you only get one life to play with, pretty demanding, but if David can get to Level 3 so can you! Have fun.



POLLYMORF

Complete PD game!

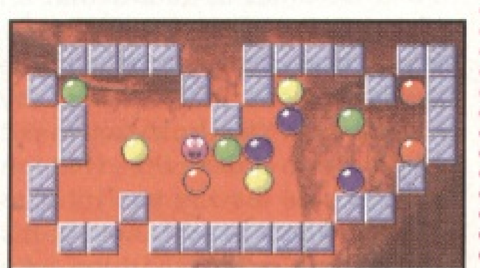
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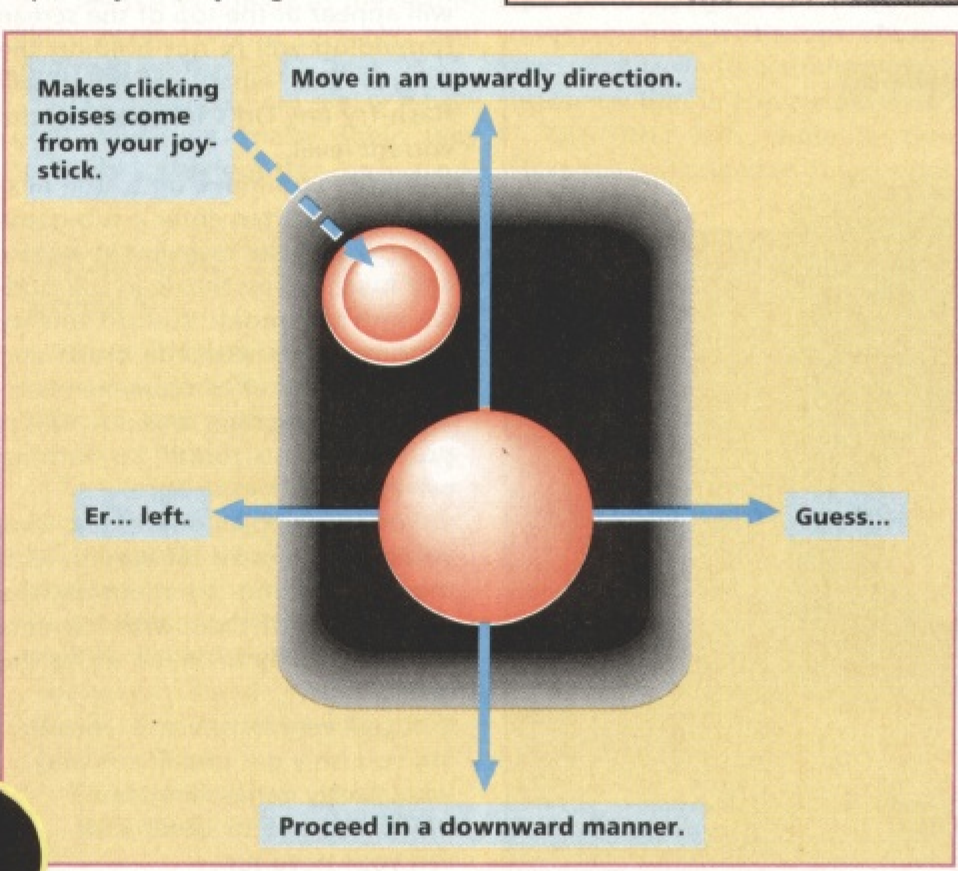
Now this is the kind of game I like to see in Boot Sector — mainly because it's gonna take me about three minutes to explain!

I'm sure this is a puzzler you've all seen before in one form or another but here I go anyway. You're a lovely little blob who has been charged with the task of pushing coloured blocks together in an attempt to clear the screen before the time runs out (shown by the descending bar).

As soon as two or more blobs of the same colour are next to each other either vertically or horizontally, they'll disappear from the screen. You need to do a fair bit of forward thinking before you move anything, especially when you get three blocks of the same colour on the same screen.

As the screen becomes clearer, things will obviously become easier as you'll have more room to manoeuvre the blocks around the area, but make sure that you don't move blocks into corners or against walls where you won't be able to retrieve them later.





CHAMPIONSHIP MANAGER ITALIA

Intelek

B

We really have gone football crazy this month. No, really. Not only have we compiled an issue packed with footy information, but also have an entire disk devoted to the ancient art of kicking bags of pig's gut around (or something). And here's the big boy — Championship Manager Italia.

I initially cringed at the thought of having to explain this game to you, but fortunately (for me in particular) the game is fairly self explanatory thanks to some intuitive menu options. Nevertheless, I'll take you through some of the less obvious points.

When you play CMI for the first time, you'll first need to pick the team you want to manage, along with the sort of personality you want your manager to have (i.e grumpy, happy, sleepy, bashful and Doc). Once you've answered these few questions, you'll need to sit back for a while while the computer creates the players and team data on your disk. If you don't fancy waiting for the game to generate all the additional information, select Quick Start and you'll be plunged headfirst into the heady world of football management.

The first thing to do is set up a few friendly games against teams of your choice. Go to the Fixtures menu

IMPORTANT!

Before playing Championship Manager Italian, you'll need to find two blank disks. The installation program is really easy to use (just follow the on-screen instructions) and will even format your disks for you. Make sure you write protect The One coverdisk to ensure that you don't accidentally overwrite anything you shouldn't. Also, don't remove any disks until the disk light on your Amiga has gone out.



Italian Cup fixtures

1st Round

ANCONA	SR/B	v	PISA	SR/B
BOLOGNA	NLGE	v	ACIREALE	SR/B
BRESCIA	SR/B	v	VENEZIA	SR/B
CARRARESE	NLGE	v	BARI	SR/B
COMO	NLGE	v	CHIEVO	NLGE
COSENZA	SR/B	v	CESENA	SR/B
LAZIO	SR/A	v	FIORENTINA	SR/B
LUCCHESE	SR/B	v	ALESSANDRIA	NLGE

CLICK MOUSE



and select a vacant space in your fixtures list. You'll be able to approach any team and if they accept opt to play the match at home or away. Once you've filled up your fixture list, click on exit and return to the main screen.

It's probably best to play a match so you can begin to build up a strong team. Click on the top-left box and you'll go straight to team selection. There are a number of information panels available from the squad screen, as well as methods of viewing the team tactics. By clicking over individual players' names, you can inspect a detailed record showing that player's personal details and their overall ratings on skill sets.

Once you've decided whether to include them or not, simply click over the number that you want them to appear in (at the base of the screen) and then over the player's name. You can view the squad as a whole, or as defence, midfield or attack by using the selection panels in the bottom right.

The smaller options along the base of the screen give access to such information as goal scorers, discipline, awards, etc, while the top options give access to the league tables and fixtures.

By going to the tactics screen (TCT) you can select the formation and overall style of play that your team will adopt in the coming games. Although injuries will often call for player replacements, this will become the permanent tactic for your team unless changed by yourself during or between matches. Once you're happy with your selection, you can click over 'Done' and return to the main menu to wait for your first fixtures to come around.

The matches themselves are displayed using a mixture of text and statistical information, with spots of commentary when any of the players come close to a goal scoring opportunity. From the bars, you'll be able to monitor the overall performance of your team, split into defence, midfield and attack strength. This display also shows who is currently attacking and who is defending, with the overall scores given in bold.

Should you feel the need to make any major changes to your team's formation or playing style, clicking on the right button at any point during a match will take you back into the tactics screen where you can again make your selections. Clicking on 'Done' will return to the game.

As the season progresses, player contracts will come up for renewal, along with the chance to buy and sell players on the transfer market. Again, all of these functions are controlled using the mouse and a series of intelligent option screens; as are all the features of the game thankfully!

Quite often you'll have to give the machine a bit of thinking time as it sorts out things like player transfers, but other than that you should be able to enjoy this sample of the game without any problems (of course, you'll have to buy the full game to play for more than half a season - damn!).

The Small Print Bit.

1. Whilst we here at The One make every effort to check the coverdisks for all known viruses, we can accept no responsibility for damage caused by viruses which may have escaped our attention.

2. The One and its retailers are not liable for any unnotified changes to the contents of the coverdisks which may occur.

PREMIER PICS

Complete PD game!

Premier Picks is basically a game of chance, where you play through each match by turning a number of cards laid out before you. If you're lucky, you'll score. If you're unlucky, you'll miss. And if you're a git you'll foul and miss a turn. Hurrah!

You take it in turns to play against a computer opponent, until one of you selects the half- or full-time, and then the match is over. You then get to view the league tables and see how you're getting on. You select your team at the very beginning, so you can now enjoy watching your team screw up without any players even needing to be involved. Marvellous.



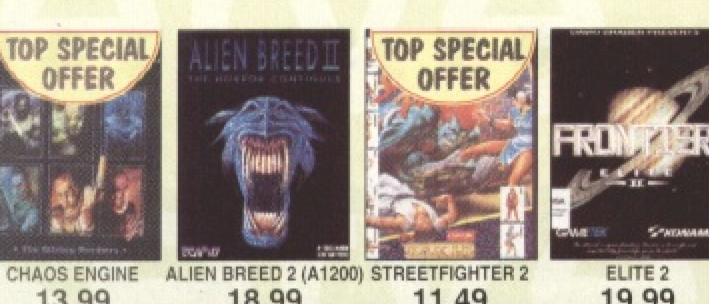
BIG PROBLEMO!

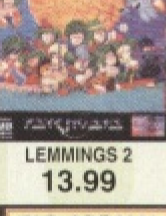
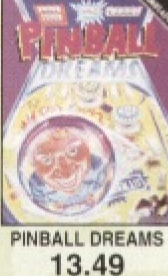
Due to the large number of duplicate disk made, the odd one won't do its thang as it should. We're very sorry if you've got one of these but don't despair, help is at hand. Whatever you do DON'T SEND THEM TO US! Instead, send them to this address with a SAE for 28p:

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Dowlais Top Business Park,
Dowlais,
Merthyr Tydfil,
Mid Glamorgan CF48 2YY.

Once you've done this you can read the rest of your excellent magazine and wait for your replacement disk to arrive. If you think that you can solve your problems down the phone, call the PC Wise helpline on (0685) 350505 between 10:30am and 12:30pm on weekdays.

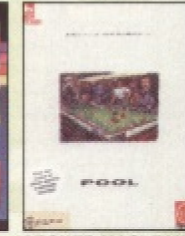


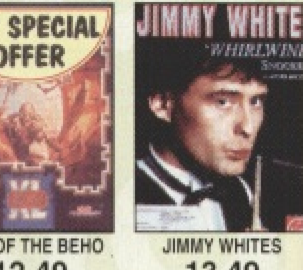










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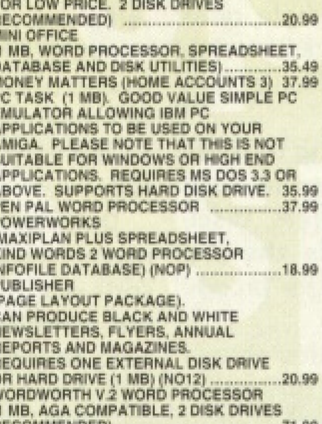
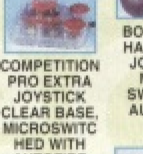
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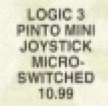
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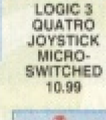
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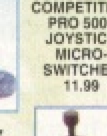



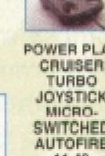
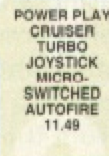
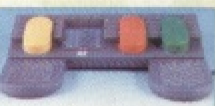




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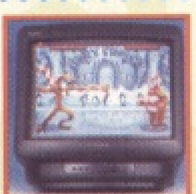
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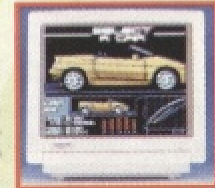
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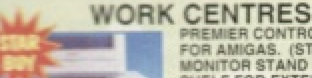
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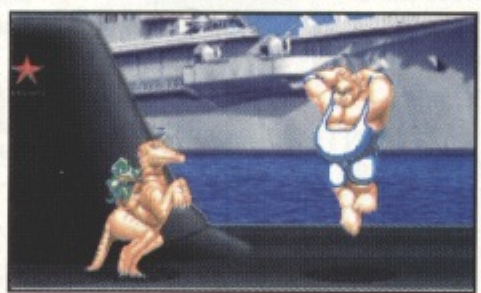
TEAM 17 CD SENSATION!

After a relatively quiet winter, those Wakefield wonders Team 17 are back with a bang, launching a new version of Body Blows, two compact disk compilations and an eight-disk collection for those of us who have yet to move up to the 32-bit CD player.

Going by the rather grand name of Ultimate Body Blows, the CD32 version of the Team's hit beat-'em-up features new backgrounds, improved gameplay, digitised speech and an all-new 16-track digital soundtrack which takes full advantage of the CD player's sonic capabilities.

In all, 'Ultimate' sports a total of 23 characters and 12 AGA backdrops (nine of which are exclusive to this version). In addition to this, the gameplay has also been tweaked by the new 'tag team' mode, which allows players to select their own combinations of characters for team battles (and up to eight players can take part through the tournament mode).

Priced at £29.99, Ultimate Body Blows is available this month — as are two CD32 double packs: Project-X/F17 Challenge and Alien Breed Special Edition/Qwak. Both compilations are priced at £24.99 and feature roughly the same gameplay as the original disk-based versions (although they have been adapted, where possible, to take advantage of the CD32's gamepad button set-up).



Finally, for those of us who have yet to discard the joys of disk swapping for the relative ease of CD, comes The Team 17 Collection: Volume One. Comprising the original Body Blows, Superfrog and Overdrive, the compilation is available now, priced at £29.99.





BULLFROG LEAPS FOR E.A.

The long-standing relationship between Bullfrog and Electronic Arts — which is among the longest-running developer/publisher deals in the computer games business — has been extended with both parties signing a new long-term agreement.

Bullfrog began working with Electronic Arts way back in 1987 with the release of its first ever Amiga game, the shoot-'em-up Fusion. Since then the partnership has gone on to produce such notables as Populous, Flood, Powermonger and Syndicate. This run of critical successes is expected to continue with the release of the next Bullfrog game, Theme Park, which is due to appear later this year.

HEAR THE THUNDER!

Sun, skimpy swimsuits and a super speedboat — does this sound like the perfect formula for a hit TV show? You bet it does, and that's exactly what Mindscape is hoping Thunder In Paradise will turn out to be, as the US publisher has signed up the rights to produce games based on the latest offering from the people who brought us Baywatch.

The show, which begins a 22 week run on prime-time US television this month, has been described as a cross between Baywatch and The A-Team and stars WWF refugee Hulk Hogan.

No dates have been set as yet for either the first UK screening or the Amiga game.

BOOST FOR DIGITAL VIDEO

Commodore's attempts to push the CD32 as more than just a games machine have received a significant boost with the announcement by multimedia software firm Omnimedia of the first range of music video titles for the newly-agreed Video CD format.

Although no firm release dates have been set as yet, it is expected that Video CDs from the likes of Queen, Iron Maiden, David Bowie, Tina Turner and The Eurythmics will be available before the summer.



With the FMV format now supported by such major music publishers as Virgin, Island, BMG (who use the RCA label) and EMI, Video CD is seen as the way forward for future audio releases. Video CD allows access to full CD audio functions (instant track access, rewind, random play, etc.) as well as full-motion VHS standard video footage.

"The new format gives the consumer all of the visual impact of a VHS music video and all of the benefits of a standard CD player," says Omnimedia's production director Allan McCaskill

Perhaps the most significant development in the evolution of the Video CD format to emerge this month, however, is that all of the titles mentioned above will run on both the CD32 (with the FMV cart installed) and Philips' CD-i players, where it had previously been thought that the two were completely incompatible.

With Video CD now up and running on both formats, it's likely that many more music and video publishers will look to the new format for future releases.

ARE GAMES GOOD FOR YOUR HEART?

Computer and video games have taken more than their share of unfair criticism over the past year or two, having been blamed for epileptic fits, an increase in violence among the young and the general diminishing of social skills.

Now, however, the media has even taken to blaming games for the rise in heart disease!

Following a study by the combined forces of the British Heart Foundation and the Consumers' Association, it was decided that the modern youth wasn't as active as his or her forefathers.

"Watching television and playing computer games are taking over from more active pursuits such as cycling, kicking a ball about or playing in the park," says David Dickinson, editor of Which? Way to Health.

"A lack of exercise affects the development of the heart," he continues, "and some British doctors predict that children who aren't active could end up with heart problems even worse than those of their parents."

Of course, the report doesn't only blame games for the nation's supposed lack of health: other factors such as bad diet were also taken into consideration. However, as it's fashionable to have a go at video games, this was what was picked up by the media.

The funniest part of this whole story, however, is that the British Heart Foundation and the Consumers' Association have attempted to put things right by producing something called You Can Prevent Heart Disease — the only trouble is that it's only available on video!

COMMODORE LAUNCHES U.S. ASSAULT!

The Amiga CD32 was first unveiled to the US at January's Consumer Electronics Show in Las Vegas, where its games-playing qualities were supported by testimonies from the likes of Ocean, Gremlin and Millennium.

Commodore also used the occasion of the show to lay down the gauntlet to other hardware manufacturers, with vice president of engineering Lew Eggebrecht saying: "We challenge anyone — Sega, Nintendo, Atari and so on — to show us a better games player. And we also challenge the likes of 3DO and Philips to show us a better multimedia player at a better price."

Eggebrecht went on to point out that most of the "all-time top 100 video games" are already on the Amiga, and promised that a total of 100 titles would be available in the US in time for this month's launch.

The CD32 will be available to the general public from this month (March), priced at $399, with the FMV add-on also available for an extra $250. The basic machine will come with two games: Ocean's Sleepwalker and Pinball Fantasies from 21st Century.

The Amiga's growing importance in the US is also demonstrated by the appearance of the first ever Amiga games magazine on that side of the Atlantic. Based in sunny California, Amiga Game Zone (for so it is called) is an all-new monthly publication "focussing exclusively on Amiga games".

But don't hurry to take out a subscription just yet, because from next month onwards, AGZ's editor — one Geoff Miller — will be contributing a monthly column dedicated to what's happening Stateside to these very pages.

HERE COMES SUPER STARDUST!

Buoyed up by the success of their multi-hued Asteroids (ahem!) tribute Stardust, Helsinki's favourite sons Bloodhouse are currently working on bringing the same winning formula to the A1200, in the shape of Super Stardust.

Rather than just the usual 'enhanced graphics and sound' offered by A1200 upgrades, Super Stardust will go the whole way by offering hard disk installability, entirely new 256-colour graphics, oodles of ray-tracing, stereo sound and spectacular parallax.

Super Stardust will be available in May (for both A1200 and CD32) through Daze Marketing. Pricing details will be announced closer to the date.



BATTLECHESS HITS CD32!

Hip-swinging queens and petrified pawns are soon to be common sights on TV sets and monitors attached to CD32 players, as Interplay is bringing its classic animated Chess game Battlechess to the CD gamesplayer next month.

It's yet to be revealed whether there will be any enhancements made over the original code to take advantage of the player's 32-bit technology or digital music capacity, but it is known that the game will be priced at £29.99.

Other news coming from Interplay's Oxfordshire offices this week is that a sequel to one of the all-time great role-players is to be brought to the Amiga for an early summer release.

Dungeon Master II, the ingeniously named follow-up to FTL's Dungeon Master (which, incidentally, took a good four years to make it to the Amiga, having debuted on the Atari ST in 1987), promises more underground swordplay and sorcery in the 3D cavern style which has remained so popular with RPG fans throughout the years.

CODIES GO 2!

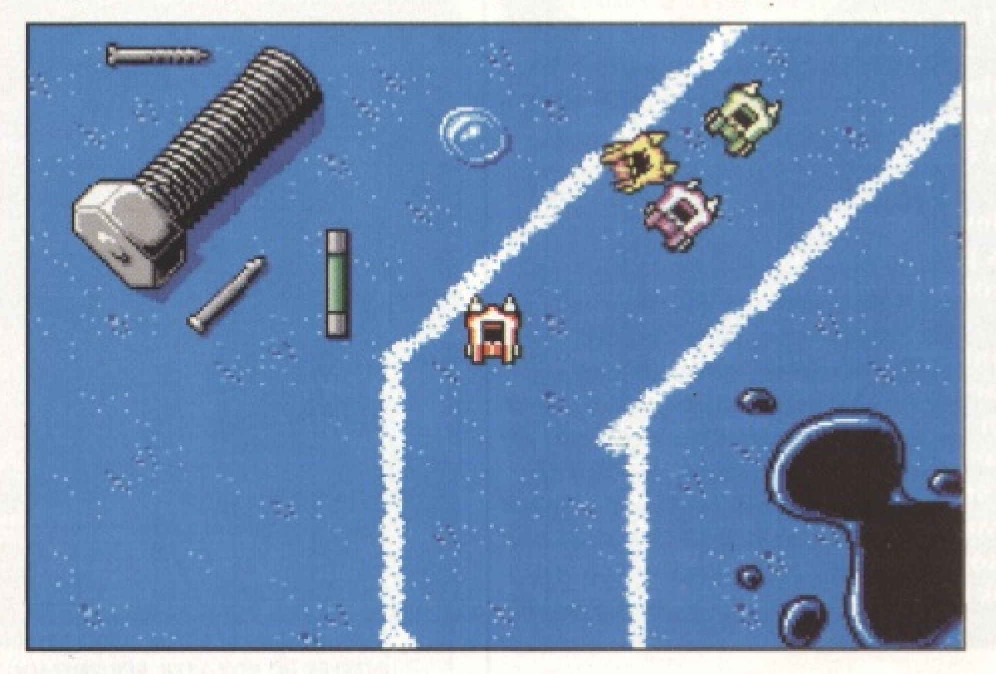
Not content to sit back on the many laurels which Micro Machines so deservedly picked up, the Codemasters development team have already turned their hands to producing the sequel — you guessed it, Micro Machines 2.

The list of proposed improvements and additions which the team are trying to cram in is already more than 14 pages long — but the one change which is currently looking likely is that the sequel will support up to four players competing simultaneously.

It's unlikely that Micro Machines 2 will see the light of day before the end of '94. However, Codies' fans will be able to keep themselves occupied before this by flipping the silver ball in Psycho Pinball — the team's addition to the growing ranks of pinball simulations.

Offering one- or two-player action across a range of six tables (Future Fair, Wild West, Moon Shot, Under Sea, Safari and Ghost Town), Psycho Pinball will feature a number of twists, including sub-games and up to 20 secret features per table — not to mention the appearance of Psycho, the game's silver-plated armadillo hero who takes the place of the usual ball.

Finally, the Codies are also dipping their toes into the CD pool for the first time in the very near future with the release of four separate titles. The first three will be stand-alone budget games (each sporting enhanced digital sound), while the fourth will contain five of Codemasters' best-selling Amiga disk games, all crammed onto a single disk. No exact price or release details are confirmed, but May is looking like the most likely date.



PLAY WITH YOUR TELLY?

The age of truly interactive television has drawn one step nearer, as TV games specialist Hewland International (the company behind Channel 4's Gamesmaster) has joined forces with cable specialist Videotron to bring audience participation to the daily SKY Television show Games World.

The new system, which has been running experimentally for a number of weeks in the London region, allows viewers with special handsets to predict the outcome of games and to answer questions - those who answer a set number correctly gain access to a secret code which entitles them to enter a prize draw.

Although this current series of shows is only due to run until the end of this month, it is hoped that it will have proved successful enough to extend the service to future shows and other parts of the country.



GET THE MAX!

Not content with causing all sorts of mayhem for everyone who comes in contact with them through their computer monitor, those loveable green-haired Lemmings (who, incidentally, celebrate their third birthday this month) are now taking the world of print by storm by starring in a new comic, Max Overload.

Published by Dark Horse International, the company whose previous hits have included the Star Wars comics, Predator Versus RoboCop and Give Me Liberty, Max Overload will feature the cartoon exploits of a number of gaming favourites, including Chuck Rock and, of course, the Lemmings.

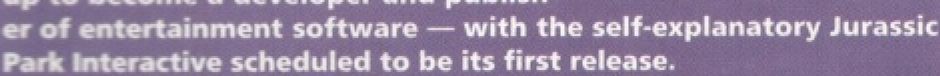
Max Overload — 64 pages of full-colour gaming mayhem — is available now, priced at £1.95.

HERE COMES HOLLYWOOD!

The days when the line between games and films disappears moved ever closer this month, when one of Hollywood's largest studios announced that it was setting up a brand new 'interactive software' division.

JURASSIC PARK

A part of the giant MCA group, Universal Interactive Studios has been set up to become a developer and publisher of entertainment software — with the self-explanatory Jurassic Park Interactive scheduled to be its first release.



The new firm, which will be run from the movie studio complex in Universal City, California, will also be looking for suitable games from other developers to publish for the new multi-media machines.

In addition to this, there is also the possibility that it will become involved in some of MCA's theme park projects.

RATE IT?

The games industry's long awaited process of software classification will come into action from May 1st, when every disk and CD game released will carry a sticker similar to the one shown here — complete, unfortunately, with the hopelessly unhip 'monitor in trainers' logo.

The new system is designed to guide potential purchasers — mostly parents — to the package's contents and suitability for certain age groups: under 10s, 11 to 14 year olds, 15 to 17 year olds and over 18s.

The scheme is entirely voluntary, but all games produced by firms who are members of the European Leisure Software Publisher's Association (ELSPA) are expected to carry the sticker.



SENSIBLE... GOLF?

What do Sensible Soccer players do in their time off? They hang around at Sensible Nightclubs with Sensible Page 3 girls and play Sensible Golf during the days of course.

And soon you'll be able to join them — on the Sensible Fairways at least — as the Sensible crew are currently toiling away at bring their own peculiar slant to that perennial favourite, golf.

Sensible Golf will make use of a similar top down view to that used in Sensisoccer, and will feature similar diminutive characters.

The game will also feature "...the most fantastic, inspirational and intuitive control system known to man — which is exactly the same as the one used in every golf game since Leaderboard." At least that's what Sensible Software's Jon Hare expects.

In all, Sensi Golf will contain a total of 72 holes ("Inspired by some of the toughest holes from the world's major courses."), a milling crowd and, possibly, caddies. Perhaps most innovative of all, though, is the fact that the game's unique viewpoint will allow it to feature up to four players on screen at once.

Sensible Golf will be available "before the end of the year" through Virgin



COMPO TIME!

Titus are in a bit of trouble. You see, they've had endless brainstorming sessions and yet they still can't come up with a good name for their rather tasty-looking new platform game. At the moment they're calling it the Rabbit Game, which is hardly catchy by anybody's standards.

So, in a fit of desperation (and, by God, they must be desperate) they've decided to turn to The One's readers for help. What you've got to do is first go and read Matt's oh-so-informative preview on page 51. Not done that yet? Then go and do it. I'll wait for you here.

Okay? All you've got to do now is think up an amusingly apt name for the game and send it to us at the usual address. We'll pass your suggestions on to Titus and they'll choose the best as the title for the game. Try to be a bit clever, though, as if all the ideas are crap they'll have to come up with some of their own.

Your reward for doing all this? Well, not only will you be able to point out the game to your mates and say "See that? That was my idea" and get a credit in the game itself, you'll also receive every Titus game ever released, including Lamborghini and the forthcoming Blues Brothers Jukebox Adventure and Prehistorik 2 — that's 18 games in all! So get your thinking caps on and get scribbling. Titus are waiting...

DOM-TASTIC!

The new-look One FM may not exactly be winning over the nation's radio listeners, but they have had one positive effect in that they have re-introduced Dominik Diamond to the nationwide audience he so richly deserves.

Since his departure from Gamesmaster last year, Diamond has continued to provide games news and reviews through the Steve Wright show, which he presents in his own piece every morning at 8.00am.

"It's a bit of a hassle getting up every morning," says the ebullient presenter, "but it's worth it because it means that I can reach out and touch more than 10,000,000 listeners every day."

In the meantime, another TV face — Bad Influence's Violet Berlin — has also picked up a new job this month, by joining the contributing team for Digitiser — the games section of Channel 4's teletext service. Berlin will contribute a weekend column which will go out to the service's 1,000,000 plus readers.

For her part, Berlin adds: "Despite my hectic schedule as TV presenter, I always find time to catch up with what's happening on Digitiser. And now I'm flattered to be asked to contribute to such an august organ."

STRIP TEASERS

...Is your games playing a little bit disorganised? Could you do with a special personal organiser (designed in fetching yellow plastic) to put it all in order? No? Pity really, because that's exactly what's on offer in the shape of Games Fax, a new product from Lagax, the people who have previously brought the world the indispensable Motor Fax and Video Fax. Games Fax is available now, priced at £6.95...

...Psygnosis' Microcosm, the CD extravaganza which has been in development for so long that it has become almost as long-awaited as the Beatles reunion album, has finally made it into production. The game is now available for CD32, priced at £44.99...

...Remember Fame? Well, it may not involve people dancing in the streets, but Middlesex University may soon become the games world's equivalent of the New York School for the Performing Arts, as that institution is to become the first in Europe to offer a degree course in 'The Design and Production of Interactive Games'. The course, which is the work of Domark's development manager Russell Ferrier, opens its doors for the first time this September...

...Hardware specialist Amitek has extended its range of 'Friendly Technology' Amiga peripherals with the addition of a new external disk drive. The drive, a 1Mb model complete with hardware virus protection and 'daisy chain' capabilities, is available now, priced at £59.00 (which includes V.A.T. and a two-year warranty...

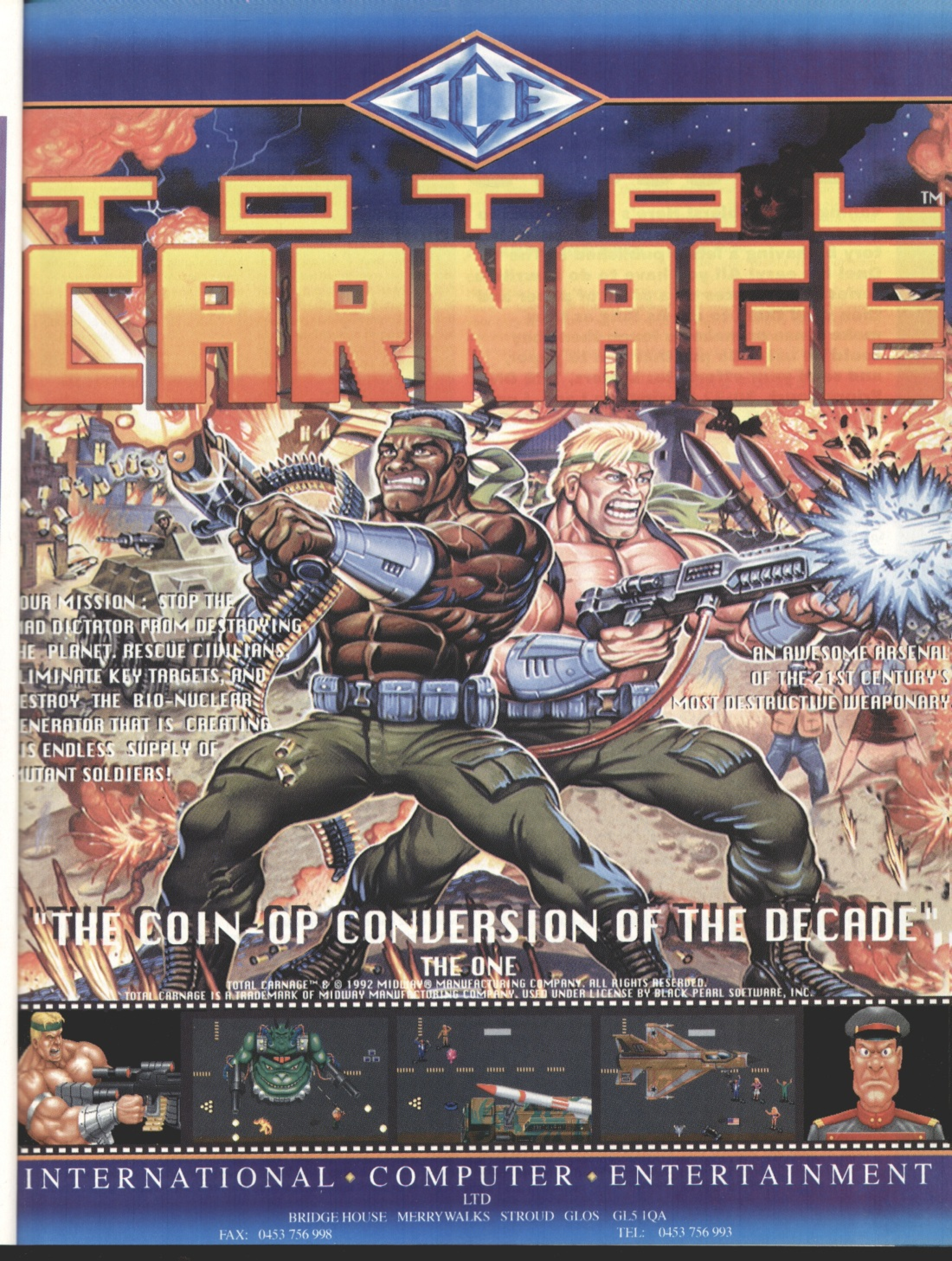
CHARTS

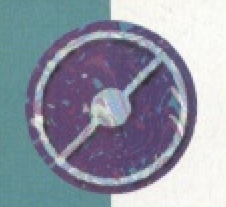
(1) Cannon Fodder	Virgin	(6) Mortal Kombat	Virgin
(2) Frontier: Elite 2	Gametek	(7) Sensible Soccer 92/93	Renegade
(3) The Settlers	Blue Byte	(8) Champ. Manager '93	Domark
(4) Premier Manager 2	Gremlin	(9) Jurassic Park	Ocean
(5) Skidmarks	Acid Software	(10)Champ. Manager Italia	Domark

Provided by Virgin Games Centre.



This fetching little accessory is an Archos Overdrive hard drive, a number of which are currently available from Special Reserve, the Essex-based 'games club'. Priced at £299.99 for the 250Mb model and £379.99 for those who require an extra 90Mb on top, the Overdrives feature an average data transfer rate of 1.5Mb per second and access time of 12 milliseconds.


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Letters

Calling all scribblers! Here's your chance to get your name etched into the pages of history by having a letter published in The One! It's easy! All you have to do is write a series of sentences on a piece of paper and then send them to us! As long as they make sense or make us laugh then they could be used! So put that pen to paper, and send your efforts to: Letters, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Or Fax them to us on: 071 972 6710.

BIG MISTAKE!

Dear The One,
While reading your review of Cosmic Spacehead in the January issue, I noticed that in order to run it you needed 512Mb of memory — isn't that a bit much for such a crap game?

Terry Kernan,
Armagh.

Oh cheers. You work your guts out trying to create the finest Amiga magazine on God's good earth and then some clever dick picks you up on a minor typing error. Look, it should've been 512K, okay, 512-bloody-K.

FEMME FATALE

Dear The One,
I started to read Daniel Lovell's letter in The One's January issue when suddenly I felt compelled to check the date on the cover. Had I unwittingly bought an ancient copy from a thousand years ago? Nope, no signs of the mag having gone through a timewarp, and it wasn't written on parchment either.

It then dawned on me. What I was reading was a letter from one of those rare (but not rare enough) Sexist Pigs. If I may, I would like to take the liberty of enlightening the world, or at least the readers of The One, as to the underlying reasons for the man's misogyny.

If you hadn't already guessed, yes, it is a way of disguising his own inferiorities. Danny, admit it — you're 7st4lbs at the very maximum. You begrudge women with muscles, purely due to the fact that you are unable to form any yourself for fear of your muscles splitting open your arms should they expand to any size larger than a baby pea.

In fact, you are so puny that you have dents in your arms and legs where most men would have bulges. Contrary to your belief, Danny, you couldn't pull a Christmas Cracker, never mind a woman. (Female readers breathe a sigh of relief.)

How do I know this? I did a post-round in your area (yes, I do have sufficient strength to lift a letterbox lid) and have had the unpleasant experience of seeing you.

Forget about having a computer game based on women drivers — my car sports a whacking great dent thanks to a MAN who failed to avoid my STATIONARY vehicle. How about a game based on Daniel? What do you mean there already is one? Ah, of course... Prehistorik!

Louise Simpson,
Southampton.

We had a LOT of letters referring to Daniel's little rant about women, of which Louise's was the most entertaining. Get the message, Daniel - this is the 1990s, not the 1890s.

TYPE 'EEEK!' JAGUAR

Dear The One,
I recently saw something in another mag that stopped my roving eye in its tracks. The reason for this breathtaking moment was a preview of a game for Atari's A1200-rival, the Jaguar. The game was Predator Vs Alien and was set in a moody, completely 3D environment not too dissimilar to that of Legends Of Valour, but more akin to those of the PC game Ultima Underworld for quality of graphics, which were amazingly good.

The previewer went on to drool over how the graphics were produced in real-time (i.e. calculated as they're being displayed so preserving memory), which takes some impressively fast processing. Now I don't know the specs of the Jaguar but the big question is... can the A1200 do that and well enough to compete with Atari?

For well over a decade, Commodore has remained leagues in front of Atari. But could it be that in an effort to keep the A1200's price low Commodore has produced an underdog of a machine? Could you also quash rumours that in an effort to keep up with the competition Commodore will be releasing a 68030-based machine (possibly called the A1400) towards the end of the year?

James Burr,
Dorset.

The Jaguar is a console, not a computer, so a more valid comparison would be with the CD32 rather than the A1200. And though we'd like to tell you how the Atari console fares against Commodore's, we can't because we've yet to have any hands-on experience of the machine. The Jaguar has so far only been released in the States, where it's had a very warm reception, but it's unlikely to start appearing here in Europe in any sort of volume until Summer at the earliest.

Commodore is known to have new Amigas in development — in such a fast-moving industry like this, you'd be stupid not to be looking to the future — but I think it's unlikely you'll see any of them released this year.

LISTEN HEAR!

Dear The One,
I am writing to complain about the atttitude of computer game manufacturers towards the CD32. I think the programmers are looking at this as though it's just another Amiga. Most CD32 games are normal Amiga games put onto CD.

Nothing wrong with that, of course, but what's the point of buying a 32-bit CD console when you only have old Amiga games to play on it? Two Amiga CD32 games show what can be done on this powerful machine, namely Microcosm and Liberation: Captive 2. A lot of time and effort has gone into these games and it shows. These are the type of games CD32 owners should expect.

I have compared the specifications of CD32 and 3DO, and both boast similar abilities, yet 3DO games look like they are being played on a much superior system. If programmers put in as much effort as, say Mindscape has done with Liberation, then the CD32 should become a strong contender in the CD market.

If not, I fear CD32 will go down like the CDTV did. I hope the latter doesn't happen as I am raving for a CD add-on for my A1200, as many others are. My point is, games publishers should take the CD32 as the hyper console it is, and not just as another Amiga. Thank you for listening to my complaint.

Phillip Edwards,
Merseyside

WE LUV FRONTIER!

Dear The One,
We were just flipping through the January issue of The One when we caught sight of an 'interesting' little letter from one Simon Smith. Apparently, Frontier is "little more than trash", "a complete waste of time", saddled with a "crap control system" and, worst of all, responsible for people turning to piracy!

Simon is wrong. Frontier is a very, very good game. The control system is in fact very simple. Unfortunately it seems Simon is too. It is a sad comment on today's gaming society that when a game hits the shelves that requires a bit of concentration some people can't take it, obviously preferring games specifically designed for two-minuted attention spans. I suggest you buy a Mega Drive, Simon — it's obviously more your kind of thing.

If David Upchurch gave the game too high a mark, it was only by one or two percent. David Braben has created an in-depth, remarkable game, and if you can't handle it Simon then you shouldn't have bought an Amiga in the first place. It mixes playability with a brainwork - Simon obviously thinks the latter has no place in a computer game.

Matt, Will and Joe,
Taunton.

Thanks for the support, guys, but - hey! - let's not allow this 'Is Frontier crap?' debate to become too personal. After all, everybody's entitled to their own opinion. I mean, I'm the first to accept that not everyone's going to pop their corks over arguably the greatest game ever written — but that's because they're probably a stupid moron. (Just joking, Simon...)

DAVE'S GREASY POLE

Dear The One,
I used to be an ACE reader, and over the years I have admiringly watched



Q&A BIT

Once again it's time for The One's resident guru Dave 'The Brain' Upchurch to answer your fascinating queries about the Amiga games scene.

Dear The One,
Could you answer a few questions for me?
(1) Would I be able to connect my A500 to the CD32 and use it as an external 3.5" drive?
(2) Is the CD32 compatible with any other CD machine?
(3) Is Jenny Abrook planning to star in any Brut 33 adverts on telly? (I think she's a super babe).
P J Browne.
Dyfed, Wales.

(1) Theoretically you could, I suppose, but I don't think it'd be very straight-forward. To all intents and purposes, then, the answer is no.
(2) As a games machine, no - you can't, for example, run CD-i, Mega CD or 3DO games on the CD32. However, a CD32 fitted with an FMV module can play any video CD that conforms to the MPEG 1 standard, which includes all the movie CDs currently being produced by Philips.
(3) What do you think, seriously?

Dear The One,
Last month in reply to Mark Smith's query about Little Computer People you said that the game never made it on to the Amiga. I disagree with this. 'Why?' you may ask. Well, the reason is simple — I have Little Computer People, or LCPs as they are referred to in the manual. The game works fine on my A1200 but not on my A500.

The game was released on the Amiga in 1988 by Ricochet 16 of Mastertronic. This, incidentally, was the year after I got my first Amiga. I hope this information will delight Mark and also you at The One.

By the way, I wonder if you could tell me when Sensible World Of Soccer will be released, as Sensible Soccer V1.1 is the best game ever on the Amiga.

David Dunn,
Blyth.

Gumph! Looks like I don't know everything after all! Any chance anyone could lend us a copy of LCP to look at for nostalgia's sake? We'd look after it and send it back and everything.

As for your query about SWOS, well, you can read all about it on page 22.

'Young Upchurch' gradually nobbling his rivals. This man must have a PhD in Office Politics, specialising in the knife in the back, the ground glass in the coffee and the so-called 'accidents' when the lift-cable breaks.

And now, using his not-inconsiderable bulk, he has climbed the greasy journalists' pole until he sits astride this lofty perch high above Priory Court, the wind ruffling his fair locks, a threat to low-flying aircraft and — if the way that pole is bending and flexing beneath him is anything to go by — to passers-by in the street far below as well.

Ah, but fame and riches (Caribbean holiday, remember, and I'll bet you don't drive a Skoda) have their price: the Large One, it seems, is suffering from altitude sickness. Or does he have a bottle of whiskey up there with him, hidden inside that expensive Italian mac?

Frontier!? Game Of The Year!?!? 96%!?!?!?!?! Quick, haul him down. The man is raving. All that power and responsibility has finally flipped him. What a terrible waste!

Simon Smith (January's Letters) was right — despite your patronising advice that he should play it for longer than then minutes, let me tell you that Frontier IS unplayable, or should be for those of discernment. The ship is uncontrollable, and those cockpit graphics... Oh dear! At least in Epic it felt like you were sat at the controls of a spaceship — Frontier's cockpit layout more resembles an electric milk float's.

Hold him steady, shove the smelling salts up his nose... There, that's better, he's coming around now.

Feeling better, David?

Yes?

Good — you're sacked. And leave that bottle for the next one up the greasy pole. Form an orderly queue there...

David Challice,
Exeter

I don't mind people disagreeing with me (actually, it wasn't just me who decided Frontier's mark — Simon and Matt both had a say in it as well) but you don't have to be so darn nasty about it. Sob! I've got where I am through sheer determination and hard work (oh alright, and a bit of back-stabbing). As for me being 'patronising', well, that's simply not true. Now why don't you along, little boy, and read this next letter...

I WANT FRONTIER!

Dear The One,
Hey, Simon Smith from South Yorkshire — instead of throwing away your copy of Frontier, why not send it to me? I'll give it a good home and take care of it! You know it makes sense.

Sean Tully,
Wickford.

Come on, Simon — or how about David Challice? — do the decent thing 'cos there's nothing sadder than an unloved game.

DISK-USTING

Dear The One,
January 1993 - Psycho Santa, a wildly enjoyable game (good title song) but lacking in long term appeal. June 1993 - Blaster, slightly above average shoot-'em-up fodder. August 1993 - Trex Warrior, nicely presented but ultimately dull. January 1994 - Galactic, an original, atmospheric but unexciting shooty thing.

Well, thanks for the complete games over the past year. Psycho Santa was slightly okayish, but the others are savegame disks. Do you really expect our loins to twitch and gibber over a game which you gave a demo of away with your June 1992 issue which was pretty unspectacular then? And 'Worth £25.99'!?!? It would be hounded, mauled and slaughtered if it was released on today's market. Who would buy it when it's alongside Frontier, Cannon Fodder or Hired Guns?

I beg you to stick with large or multi-level demos like Space Hulk and Bob's Bad Day, and quality PD like Transplant and Giddy. Pack loads of this stuff onto your disks and you'll have readers skipping to the newsagents with big daft grins on their faces. If you want to give us something special for Chrimbo then offer six free disks and staple a joystick to the front cover. You may like those 'free games', but I don't.

Finally - God bless the Next Month! page. Each month they get better, except January's. And another good thing is... Matt's new beard. It really suits him!

Stephen Boyes,
Cleveland.

P.S. Don't put the heading 'Disk-usting' on this letter. The joke is wearing a little thin now.

Sorry to hear you've been somewhat 'underwhelmed' by the free games we've given away over the past year or so — we're only trying to give our readers something a little special from time to time. What do the rest of you think? Would you prefer more demos instead of the occasional complete game? Write in and let us know.

Oh, and thanks for your comments about the Next Month! pages. Simon was especially pleased that you didn't like the one I wrote (January's) and is now marching around the office claiming to be the best at everything. The git.

PARK POINTS

Dear The One,
In your January issue, your solution to Jurassic Park showed screens that I haven't seen in either the A1200 or the A500/600 versions of the game (both of which I own). In which version DO they appear, if any? Where did you get these pictures? Also, did you see the shots of Amiga JP on ITV's Movies, Games & Videos last summer? I noticed that the 3D indoor display was bigger and more central on-screen. Why is this different in the final game?

Alan Illegible-Surname,
Debenham.

Oh, Alan — so many questions! Thankfully, however, there are some very simple answers to them. The screenshots used in the tips pages were old Work In Progress shots that we had on file. These had been generated by Ocean purely for preview purposes only, so any resemblance between these and any actual game screens either alive or dead is purely coincidental. As for your queries about the game as seen on Movies, Games & Vidjas, well, that was broadcast last Summer, a good four or five months before the game's eventual release, and things DO change you know..

FANTASY ISLAND

Dear The One,
I'm fed up.

I've got no friends, my parents hate me, I'm spotty, I'm ugly, I'm crap at sports, I eat lard, I wet my bed, I pick my nose and eat it, I love Cliff Richard, I've got really long ear hair, I can't dance, I eat worms, I've got five eyes, I hate everything about the world...

What shall I do?

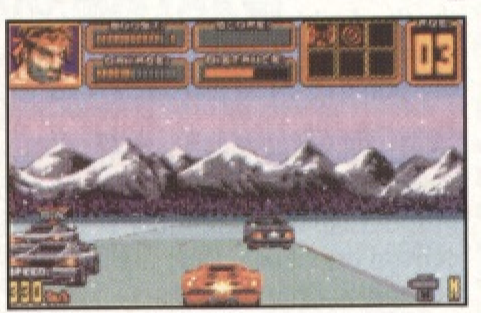
Worried,
Liverpool.

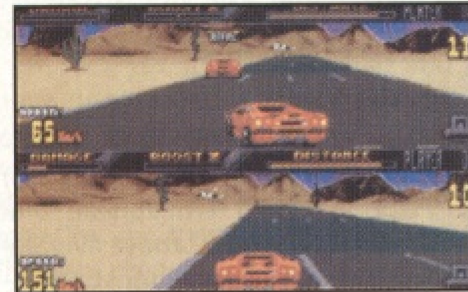
Er, I'm really not qualified for this.
I think I'd better go home now.
More of the same next month.

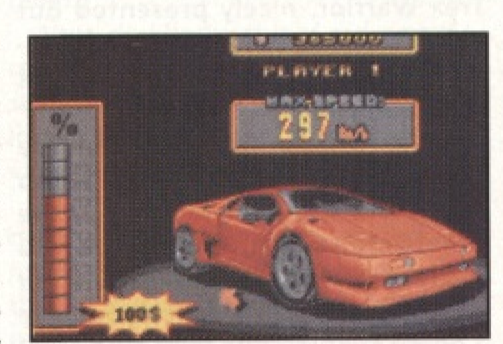


WIN! 5 LAMBORGHINI GOODY BAGS!

PLUS! Nothing for the runners-up! All courtesy of Titus.







When Honda Prelude Astra Car invented the automobile he inadvertently altered the society of the day. Before this time, people used to get from A to B in black and white cardboard boxes with bits of cornflakes in the bottom that stank of old people. These 'vehicles' were relatively safe compared to modern cars, mainly because they didn't actually move anywhere.

And if a passer-by accidentally brushed past they'd end up with nothing more serious than a slight sensation in their leg generated by nerve endings sending electrical signals to their brains, instead of having to have the entire contents of a bumper box of Meccano implanted into their shins.

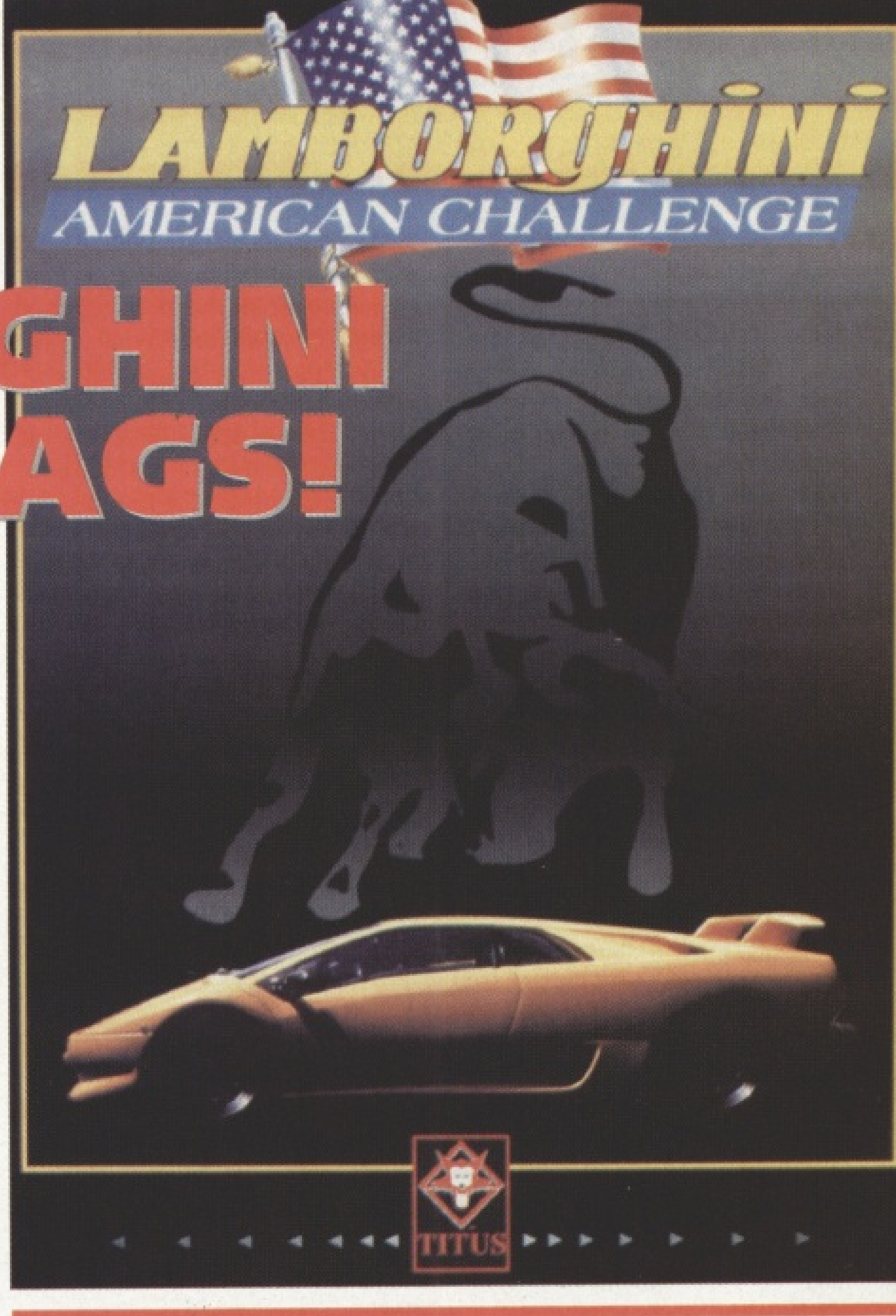
Of course, these so-called 'good old days' weren't actually that good, although they were old. And days, come to think of it. But the point I'm trying to make is that the only moderately exciting computer games you could purchase then were Rice Crispie Racers and Crunchy Nut Cornflake Car Challenge, both top-down driving games based around the popular vehicles of the time.

These days, however, you get truly smart racers like Lamborghini American Challenge, Lamborghini American Challenge and that old stalwart, Lamborghini American Challenge. In fact, so impressive is Titus' groovy car-'em-up, we've managed to nick five (that's right, FIVE!!!) fantastic goody bags — worth over £100 each! — containing all kinds of brilliant and totally official Lamborghini things.

If you are one of the lucky winners, expect to find fab and totally official Lamborghini gear like baseball caps, posters, key rings, a copy of the game and literally loads more stuff in your bag, and you can't ask for much more than that, can you? Thought not.

I know what you're thinking. You're thinking, I really wish I knew exactly what I had to do to stand a chance of winning those bags. Well, think no more, dearest reader, for I have the answers to all your worries. They're called questions.

Yes, just answer these three taxing posers, stick the answers on the back of a postcard or stuck-down envelope and send them to: Goody Bag Two-Shoes Compo, THE ONE, 30-32 Farringdon Lane, London EC1R 3AU to arrive here by no later than April 28th 1994. The five winners will then be selected by the Editor (whoever that may be at the time) and will recieve a goody bag each. Okay?



THE QUESTIONS...

(1) What old Titus game is Lamborghini based around?

(a) Crazy Cars 3.
(b) Road Warrior.
(c) Alien Car Death Fighters From The Planet Ford.

(2) Which one of these games has Titus published?

(a) Titus the Fox.
(b) Titus the Bat.
(c) Titus the Titan.

(3) How many times is the word 'Lamborghini' mentioned on this page?

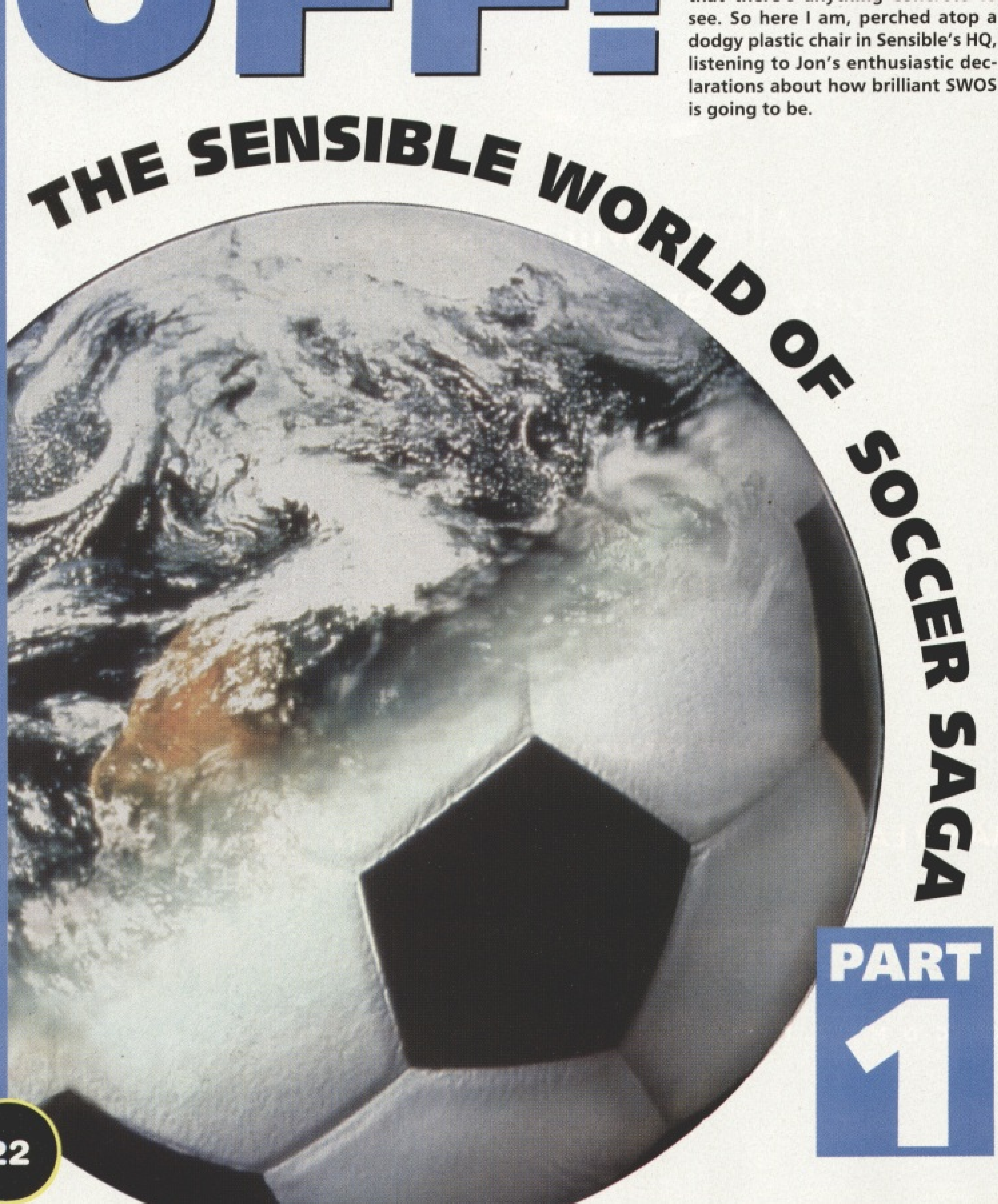
(a) Eight.
(b) Nine.
(c) Lamborghini. Ha!

Well, here it is — the first look at the soccer sensation many people are already calling the best game of '94. Simon Byron takes a trip to Sensible Software without passing 'Go'...

KICK OFF!

THE SENSIBLE WORLD OF SOCCER SAGA

PART 1



"Sensible World of Soccer will make all other football games, no matter whether they're managerial or arcade-y, look completely crap."

Jon Hare, never particularly modest when it comes to rating his company's games, is being overly bullish about Sensible Software's second soccer sim. And who can blame him? Their original offering is commonly regarded as the best game on the Amiga and is still played constantly by us in the office, something which can't be said about many of today's releases. Blending instinctive control with immediate playability, it rapidly became the highest-selling game on the Amiga to date. And deservedly so.

Sensible World Of Soccer has been in development since the middle of last year, but it's only now that there's anything concrete to see. So here I am, perched atop a dodgy plastic chair in Sensible's HQ, listening to Jon's enthusiastic declarations about how brilliant SWOS is going to be.

Well here it is — the first picture of Sensible World of Soccer. Ever. Okay, so it may not be the most interesting but it's a screenshot nonetheless.

It's a hard job, I know, but someone's got to do it.

But before we get down to the nitty-gritty, let me explain the deal. Every month, from now until the game is complete, I'll be paying a visit to the development team's office to report on how Sensible World Of Soccer is shaping up. Over the coming months you can expect to witness the game evolve into what will undoubtedly be the sequel to end all sequels. It'll be just like a Diary Of A Game. Except I'll be writing it. So it won't be very good. Or funny.

As you have probably guessed, World Of Sensible Soccer is going to be a football fanatic's dream. The game will still centre around the perfect arcade footy action enjoyed by Sensi veterans, but this time one-player games will be much more structured, as Jon reveals: "If you play a one-player game over a period of time then you may be offered a new job; for example, Fulham may need a new manager and approach you. If you accept, you'll continue the game with the intention of getting Fulham promoted."

The decision to marry the already tried and tested arcade football action with a more in-depth managerial aspect is a step in the right direction, reckons John.

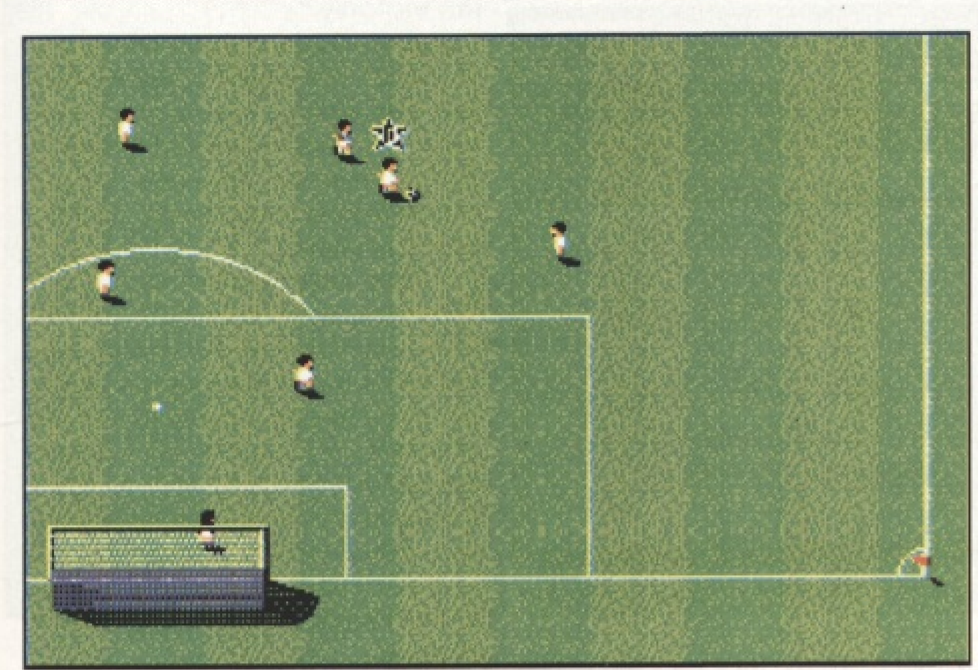
"What we're trying to do is create the ultimate football simulation — a game which you can play in arcade mode, managerial mode or a combination of the two. We're deliberately steering away from the really heavy managerial aspects like gate receipts, etc, etc, so most gamers should be able to get the best out of this part of the game without being bogged down. I think we've got the balance right."

At this stage, not much work has been done with the main game because the team have been concentrating on getting all the player statistics in. In fact, they haven't decided what changes Sensible World Of Soccer will feature. "I don't know what we're going to do with the main game," admits Jon. "I think we'll use some of the Mega Drive version's features, but a lot of those were implemented to cater for the joypad, just to make the game easier to play."



(Above) Don't try this at home, kids.

(Below) Sensible World of Soccer will undoubtedly include many of Mega Drive Sensi's features, like the star player icon shown here.



Here's where you'll be able to generate your very own tournaments incorporating any combination of knockouts and mini-leagues.



Ah-ha! A tournament in progress. As you can see, Marseille are doing well, having just beaten Real Madrid by a gola.

> **"There are 1500 teams in Sensible World Of Soccer — there's not even a book with that much information in it."**
>
> **Jon Hare, Sensible Software.**

However, one thing the team are confident about is the inclusion of a referee. Chris Chapman, the Amiga programmer, explains: "Because of speed and memory limitations, it will be impossible to have the referee onscreen all the time. What we'll probably do is have him chasing the ball just off-screen, so you'll only see him whenever he has to dish out a red or yellow card. To be honest, the inclusion of a ref won't affect the game at all, but it will enhance the overall presentation, which is what we're aiming for."

Individual player stats will play an important part in your strategy, as Jon outlines: "Each player will have eight skills: heading, tackling, shooting, passing, running, fitness, and two others, which I can't quite remember at the moment. If two players are involved in a challenge it's likely that the one with the higher tackling skill will win.

"As in the original game, you'll be able to put any player in any position but strategy will play a more important part. For example, a player with a high tackling and heading skill will be best employed as a defender as he's likely to be able to cut out most shots. These player attributes are fixed — it would be pointless being able to edit them."

One rule that soccer games have traditionally shied away from may make it into Sensible World Of Soccer. "At the moment it seems likely we'll put the offside rule in the game, just to see how it affects the gameplay, but there's a strong chance it will be taken out again," explains Jon.

"It's not that it's hard to do, we just don't believe in offsides," chips in Chris. "And there'll be no long balls, either," he jokes.

The team will be turning their attention to the actual game over the next month, but it's unlikely there'll be any major graphical differences because, as the old adage goes, there's not point in fixing something which isn't broken. "The idea has been to get the menus up and running so that when we come to slot the actual football bit in we'll actually be able

to play the game and see how it all hangs together," discloses Chris.

Jon decides to point out the game's major difference. "You can choose to have a computer side, a player side or a manager side. The first two act exactly like they did in the first game, but picking a manager side allows you to exert a greater control over how your team play by buying and selling players and building a better side over successive matches. You can be just like Graham Taylor. But better."

To demonstrate how this management system works, Jon sets up a one-player game with me in charge of the Premier League's most talented side. "You can be a player manager or just manager," says Jon. "If you're playing as a manager you can play each match like you would in a normal game of Sensi or opt to watch either the full game or highlights without actually taking part. So let's start a new season. I suppose you want to manage QPR, do you?"

Of course, I reply.

"How sad [he supports Norwich 'Football' Club]. Anyway, we can start off the league by selecting 'Play Match' and as you can see, QPR's first game is at home against Sheffield United," states Jon before pressing the button. "Right, you lost 1-3."

At this point I remind Jon what he said about the game being very early in development, and suggest that maybe — just maybe — some of the statistics have been input incorrectly. He quite rightly ignores my pathetic whining and carries on pointing out Sensible World Of Soccer's improvements.

"In the original game you would have to cycle through all the other results until it was your turn to play another game, but now you can jump straight to your next match, so there's no need to keep constantly clicking the joystick button.

"You can also check out any team's peformance from the stats screen. We've added a kind of bar chart system to indicate each player's individual performance. The higher the red bar, the better he's doing and subsequently he'll be worth more money.

"You also get each player's nationality displayed alongside their stats," persists Jon before spotting a blatantly obvious error, "Hang on, I notice that Niall Quinn is currently listed as Albanian, so there's obviously something wrong there."

"It's probably from his mother's side. Or something," laughs Chris.

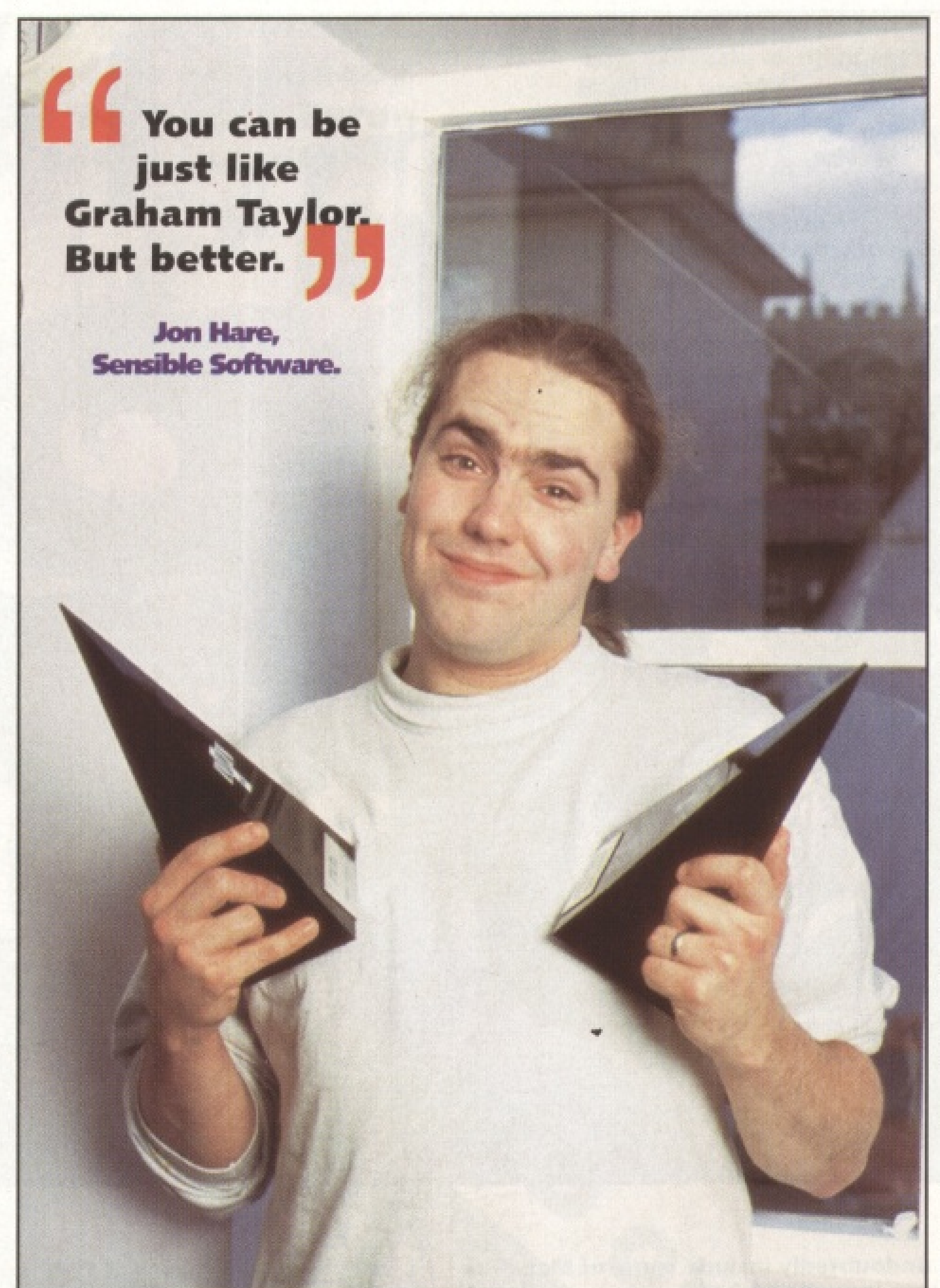
Hmmm. Enough of this joviality. It's time to continue guiding QPR to the summit of the Premier League. Where they belong.

"Okay, we can either click straight to QPR's next game or watch some of the other results come in. You can even 'tag' specific teams — for example one who's doing particularly well — so if you want to track a side's progress but don't fancy cycling through every score then it's very easy to do so. Right, let's go on to the next match."

QPR beat Manchester City two-nil. I begin to warm to Sensible World Of Soccer.

Throughout the season, League and FA Cup matches need to be played and the computer tracks your progress though each, warning you in advance of each fixture so you have time to prepare. As we keep zipping back and forth between the tables and the stats screens, Jon highlights another of Sensible's realistic features.

"You'll notice that Nigel Clough is the only Nottingham Forest player to be amongst the top scorers because Forest have a one-man attack [it's probably worth pointing out here that the data the team are working with has been gleaned from last season, explaining the appearance of Notts Forest in the Premier League], so even if you're not actually playing a team they'll still keep to their overall tactics."



(Above) The new statistics screen gives an indication of how well each player is doing. The higher the red bar, the better his performance.

(Left) Jon. Being stupid.

This screen looks suspiciously like the same one from the original Sensi. But we're reliably informed it isn't.

The league continues and QPR reach the lofty heights of second before finally slipping to third, thanks to a disastrous result against Wimbledon. Still, a place in Europe will suffice. I'm a happy man.

Of course, being a truly international game, Sensible World Of Soccer will enable you to play in almost any footballing competition from around the world. "There'll be loads of preset competitions. You'll be compete in things like the Italian First Division, the Brazilian League Cup, the French League Cup..." recounts Jon.

So how many competitions will there be in total?

"God knows," admits Jon, "basically, every a league and cup competition from every country plus things like the European Cup, the African National Championships. A lot, basically."

And if you don't fancy taking part in one of the preset competitions, you can always set up your own cups. The system Sensible World Of Soccer uses to generate unique competitions is extremely flexible, as Jon explains.

"The tournament mode will allow you to pick up to 64 teams from anywhere in the world. You can structure the tournament as you see fit by having a variable amount of groups, a league or even knockout system. You'll be able to specify how many times each team plays each other, whether there'll be two or three points for a win, whether or not teams are seeded, that kind of thing.

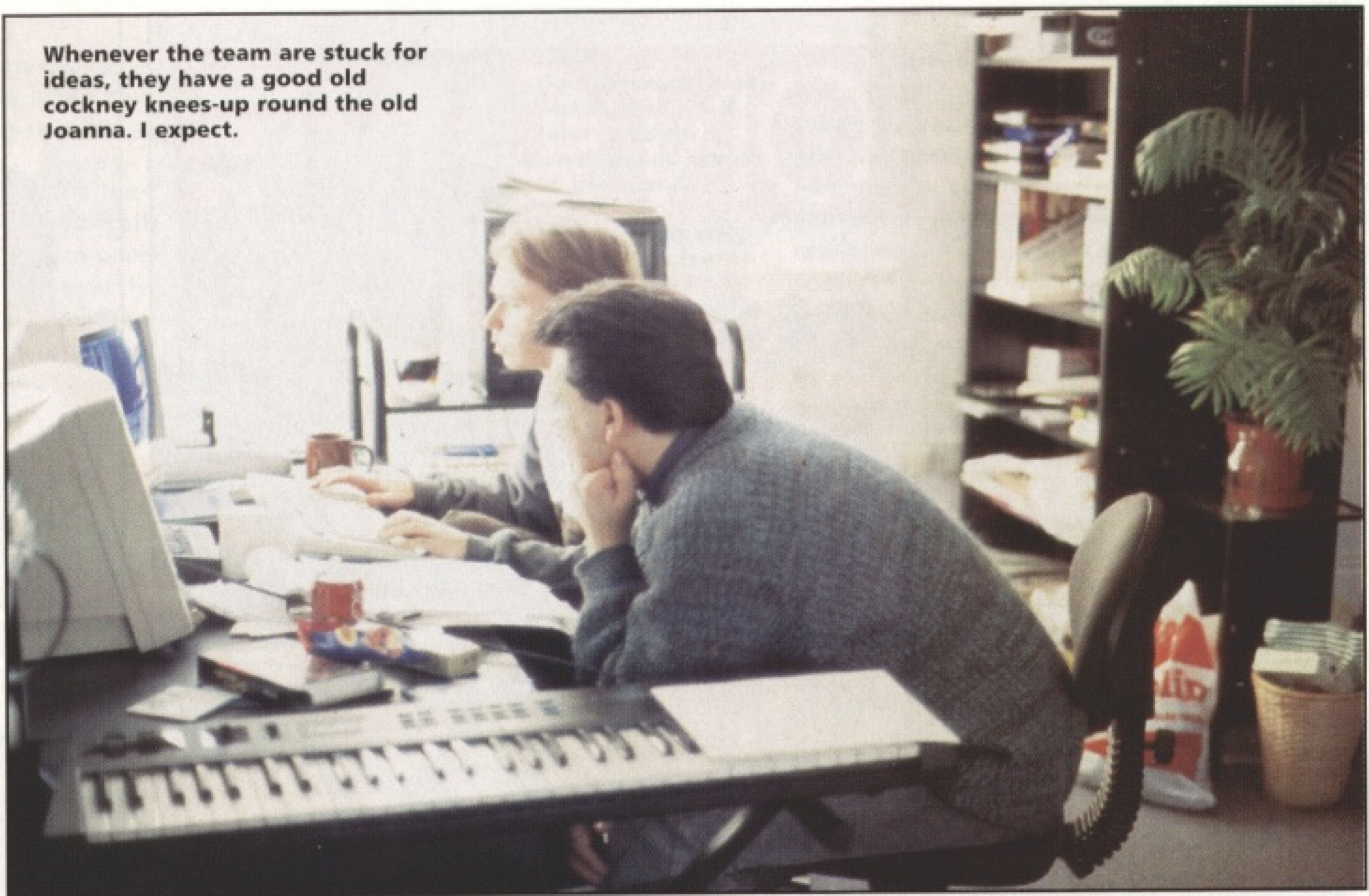
"If, for example, you've set a league and you decide that you only want seven teams to go through to the second round, the computer will work out how best to achieve that, by letting through the required amount of group winners and a certain number of best runners-up. It's a very flexible system," Jon.

The amount of information conatined within the game is phenomenal. "There are 1500 teams in Sensible World Of Soccer — there's not even a book with that much information available," enthuses

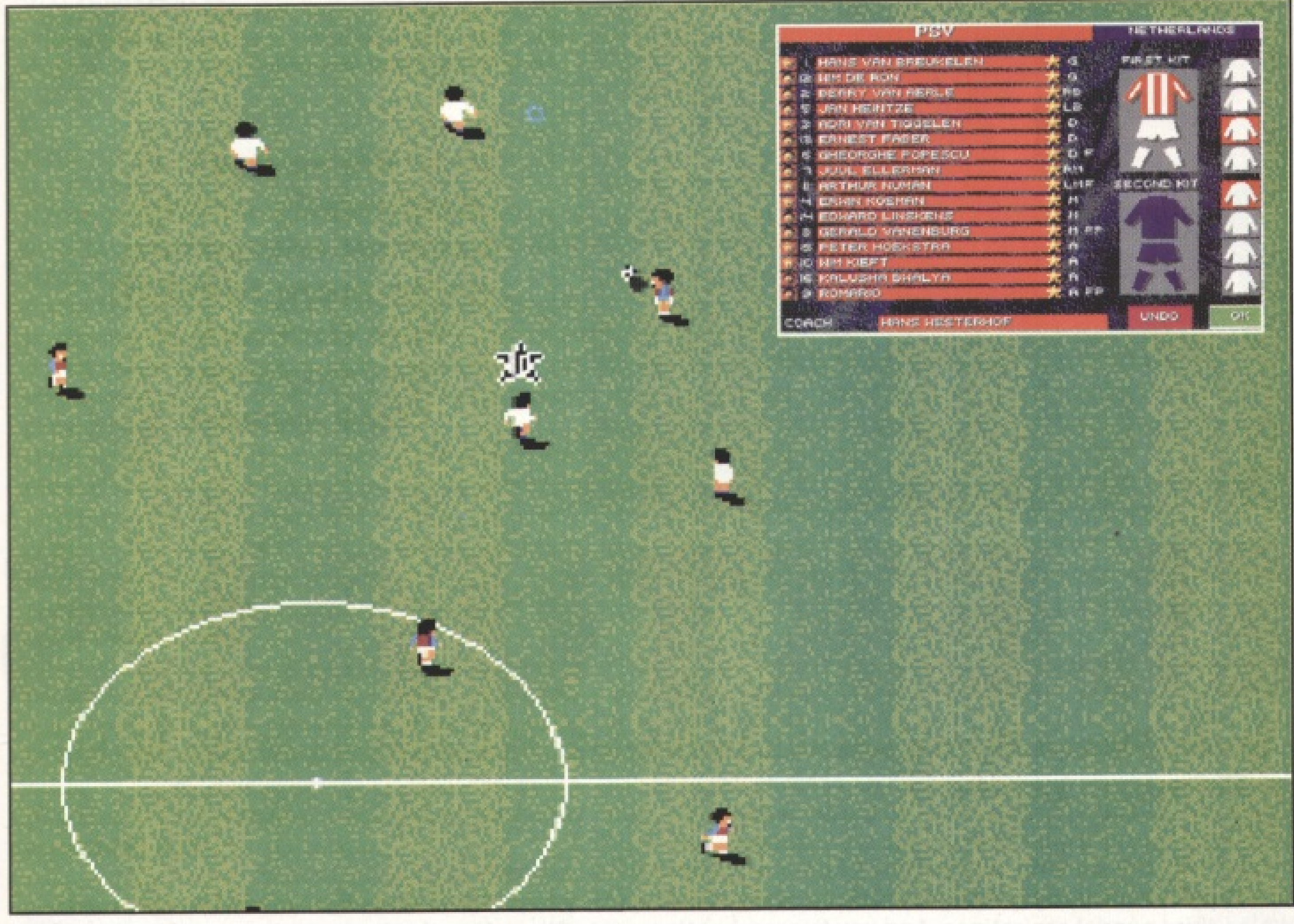


> **At the moment it seems likely we'll put the offside rule in the game, just to see how it affects the gameplay, but there's a strong chance it will be taken out again.**
>
> **Jon Hare, Sensible Software.**





Whenever the team are stuck for ideas, they have a good old cockney knees-up round the old Joanna. I expect.



(Inset, left) "The way you edit the kits is slightly different," offers Jon.

(Left) The Mega Drive version in action.

(Below) Chris 'Chappers' Chapman.



Jon. "When the game's finished we'll have the most comprehensive football information on any medium, enabling us to write a book of the game or something."

Sensible Software felt that the data needed to ensure that Sensible World Of Soccer contains the most authorative guide to football warranted a full-time member of staff. So Mike Hammond, author of European Football Yearbook and contributor to the Sunday Times, was drafted in to input all the facts. A specially-designed editor has been created, which facilitates the task of entering all 23,000 players' individual statistics.

"It's something we just can't handle on our own," admits Jon, "with Mike's expertise we'll be able to confidently state that Sensible World Of Soccer is the most realistic football game available."

When you consider that to input a team's data takes approximately half an hour and that there are over 200 teams, you can see why employing someone to do the job properly makes sound business sense.

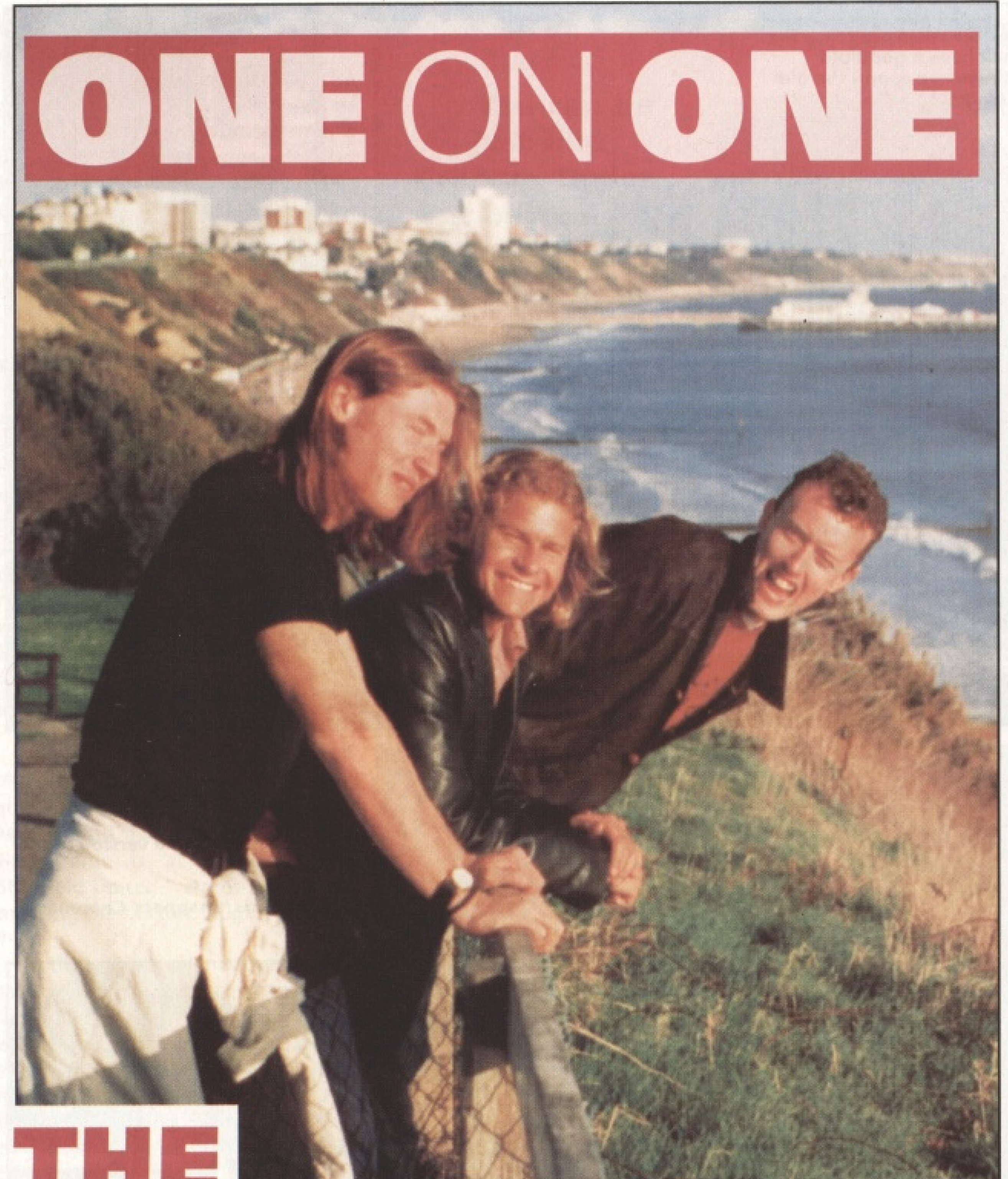
Jon is confident that the two different parts of Sensible World Of Soccer will gel together nicely. "I think that once the game is finished, the managerial aspect will stand up against dedicated management games like Championship Manager '93 and its ilk, as well as retaining Sensi's title of being the best soccer game there is. You'll be sitting there thinking 'I want to buy a new player' and you'll be able to pick one from over 23,000. There aren't many games where you can do that.

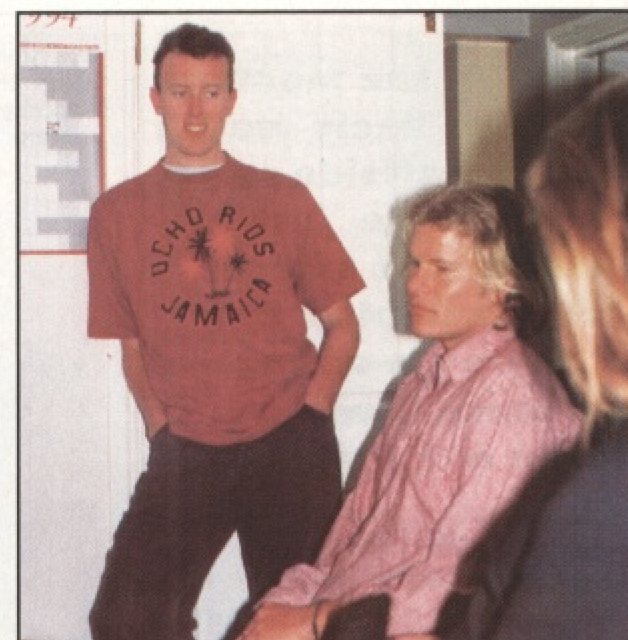
"The ideas we've come up with for Sensible World Of Soccer are basically common sense. We haven't taken ideas from any other games. The main reason for including the foreign teams is so that the game will appeal more to other countries."

Well space is against me once again so we must bid farewell to Sensible Software and their plans for total football domination. Next month we'll probe deeper into the arcade section and reveal what the team hope to do to make Sensible Software even better — if that's possible, of course.



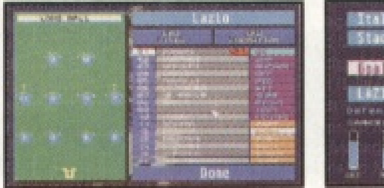
ONE ON ONE





(Above) The guys have a quick chat about something football-related.

(Below) Championship Manager Italia. But you knew that, didn't you?





(Left) The Intelek team smile for The One's readers. They are, from left to right: Ryan Hegarty, Andy Haynes and Oliver Collyer.

> "We're not necessarily overly-keen on computers, we're more football fans first and a development team second."
> **Oliver Collyer, Intelek.**

THE INTELEKTUALS

Continuing our football fever, Simon Byron speaks to Intelek, the creators of the highly-successful Championship Manager games.

If you've ever thought that programmers work from dark and dingy offices on bustling inner-city High Streets then think again. Whilst this may well be the case for some software development teams, Intelek's office/home is completely the opposite. Situated almost on top of Bournemouth beach (with its seven miles of golden sand, remember?), it has to be the most plush place I've ever conducted an interview in. Not that I'm envious at all. Oh no — give me the view of high-rise skyscrapers, huge multi-storey car parks and slums from my bedroom window any time. No, really.

Still, Oliver Collyer, Andy Haynes and Ryan Hegarty, the team behind the phenomenal Championship Manager series have certainly worked hard for their success. In fact, their games are held in such high regard by the gaming public that I know of people who have bought Amigas solely to realise their managerial aspirations. And you know what they say: the public is always right. Or something like that.

So how do you create games like this? How much research goes into each one? And can I move in with Intelek? For all these answers and more, read on...

How was Intelek formed?

Oliver: It started off roughly five years ago when my brother and I began work on the original Championship Manager. That sold reasonably well so I got together with Andy, whom I'd know for a long time, and decided that we should produce an updated version. It was at that point that Intelek was formed.

What exactly does Intelek mean?

Andy: Oliver made it up when he was drunk!

Oliver: Yes, that's about the size of it. If anything it relates to the kind of games we produce; they're suited to intellectuals, people who want more than mindless arcade games. We are the thinking man's software house. You won't get immediate satisfaction from the games we create but you'll end up playing them for months, if not years.

Why did you originally set out to produce football management games?

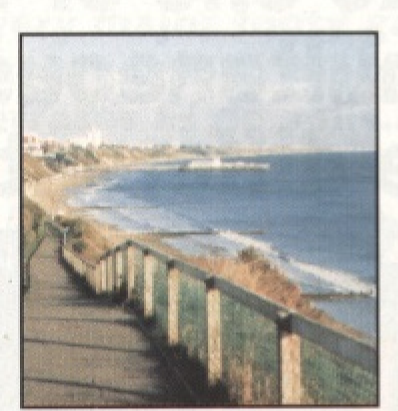
Andy: Mainly because we didn't have a decent football management game to play.

Oliver: We were fed up with the lacklustre nature of most of the games around at the time. Some were okay-ish, but none were outstanding.

Andy: So we took a look at the software available at the time, picked out the bits we liked and added what we thought was missing to make a a truly realistic game.
Oliver: Our first game was based around a ten-team Super League system. It kept crashing all over the place. I remember sitting hunched over our Amstrad C128s trying to figure out exactly where we were going wrong. The game then evolved onto the Atari ST, which was state-of-the-art at the time, and then onto the Amiga.

Looking back at the original Championship Manager, how do you think it compares to what you're doing now?
Oliver: I think all the best bits of that game are still in what we're doing now.
Andy: There are plenty of features we've kept in but we've added about another fifty options.
Oliver: The major difference is that all the information in the game is real and not fictional, which makes a huge difference. In the original game you'd end up with about ten players with the surname WIlliams in one team. What's surprising is that there is still the same amount of depth in Italia as there was in the original Championship Manager. It's just that the game as a whole has had a few tweaks here and there and now runs substantially faster.

Why did you decide to base your latest management game around the Italian sides?
Oliver: It was a combination of personal interest and the fact that Italy has some of the greatest sides in the world.
Andy: The Serie-A is undoubtedly the best league in the world and contains some of the most talented players. We felt that the opportunity to manage teams like Inter Milan and Lazio would provide the ultimate challenge.
Oliver: Also, it's a different way of life over there. Most clubs have got loads of money to spend on getting in the top players and building up a really good side. And because Championship Manager Italia allows you to buy in players from around the world you can create your own personal Dream Team.
Andy: Channel 4 have done a lot to raise the profile of Italian football and no-one has ever done a proper fully-blown management game around it. But now — surprise, surprise — it appears that other football management games are being given an Italian version. So we must be doing something right.



(Left) Bournemouth High Street in the rush hour. Who on earth would want to live there?

(Below) A cleverly set-up shot featuring — yes! — Andy, Ryan and Olliver, the football-mad stars of TV's Intelek.



Oliver: A couple of years ago we wouldn't have dreamed of doing an Italian version but since Gascoigne moved over there, its popularity has soared — the Sunday viewing figures prove that.

How realistic would you say the Championship Manager series is?
Oliver: Rumour has it that Billy Bonds played the game as Weymouth and got relegated out of the Thrid Division, so you can read into that what you will.
Andy: As far as we can see it's got all the features in that we think you'd need...
Oliver: ...but as to whether or not it's totally realistic, well, we'd need the comments of a real football manager for that. The main thing is, it's enjoyable to play.
Andy: You have to remember that if you were a real football manager you'd only get one chance; you wouldn't be able to save the game and start again if you messed up.

Why did you choose to publish Championship Manager Italia yourselves and not stick with Domark?
Oliver: We had no choice, really. When we first had the idea of doing an Italian version, we asked Domark whether they'd be interested in publishing it and they told us that they didn't think there was a market for a management game based around Italian soccer. What they have done is taken the code and marketed the game in Italy, but they were reluctant to do the same over here.
Andy: Because they are heavily into publishing computer games, they didn't realise that there are loads of people who are interested in Italian soccer. We knew the game would do okay over here. And it has.
Oliver: However, Domark have now come back to us and ordered a few thousand copies to go into the shops.

Sensible Software have been making bold claims about the managerial aspect of Sensible World of Soccer. Are you worried by this?
Oliver: No, I look forward to playing it!
Andy: You can have all the stats that you like in a game, but it's how well it's implemented. I honestly can't see how the managerial aspect of Sensible World Of Soccer will be as in-depth as our games.
Oliver: Sensible Software have proved that they can do really decent arcade football game. I think we've proved we can do really decent in-depth management games. It's hard to see exactly how you can blend the two together.
Andy: The trouble with doing marrying two genres is that you run the risk of putting off people who don't like one of them. Loads of people love Sensible Soccer, but it's hard to see football management purists preferring it to one of our games.
Oliver: That said, if anyone can successfully combine the two genres then it's Sensible Software.

Finally, why do you think football management games appeal to so many people?
Oliver: I think everyone wants to do better than the manager of the team they support. For example, if you go on the terraces at a top-of-the-table clash, you'll still hear people complaining about the manager for one reason or another — even though both teams are doing well. These management simulations give gamers the opportunity to see how well they'd get on.

All that said, the Championship Manager series hasn't gone down as well on the PC. This may be something to do with the fact that the games don't run from Windows — although we are correcting that — or that PC owners are put off by the look of the games; after all, with all the fast-moving Gouraud shading a PC is capable of, text screens do look a bit dated.



GO GET IT!
You've played the demo. You've read the review. Now buy the game. Copies of Championship Manager Italia can be obtained by sending your name, address and a cheque or postal order (made payable to Intelek) for £17.00 (including P&P — even more of a bargain!) to: Intelek, P.O. Box 1738, Bournemouth BH4 8YN. Please state which machine you own.

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If you want to know about every major footy game planned for this year then you've come to the right place. Join David Upchurch on the terraces as he yells...

'ERE WE GO! 'ERE WE GO!! 'ERE WE GO!!!

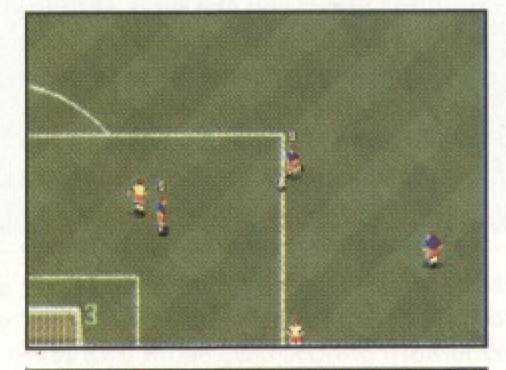
Ha! 'Ere we DON'T go, more like. It's not a good time to be a football-loving citizen of the United Kingdom, what with England, Scotland, Wales and Northern Ireland all kicked unceremoniously out of this year's World Cup at the qualifying stages. World Cup fever? I've a feeling that most of us will just be feeling plain sick. As a parrot.

Still, that hasn't stopped just about every software company in the known universe developing their own footy game, in a rather blatant and somewhat sickening attempt to try and cash in on the buzz that will no doubt be generated by the world's foremost footballing event. But which of these games will be the Germanys of the games world and which will be the San Marinos?

To help you decide we've compiled a massive preview of every major football-related release due out this year. And, in case you're planning to place any bets, we've asked all the developers for their expert opinions as to who they think will win the real World Cup. As if they'd really have any idea.

We've had the Big Match interview with Intelek and kicked-off with Sensible Software, so now it's time to watch the rest of the game..

WORLD CUP U.S.A. '94
U.S. Gold





Once again it's Birmingham-based US Gold who've obtained the rights to produce the game of the, er, game. Yup, accept no cheap imitations because World Cup USA '94 is the totally official World Cup tie-in. Unsurprisingly the game is completely based around the turnament (so don't expect to see any League tables), with the player able to take control of any one of the 24 qualifying teams and hopefully lead them to World Cup victory.

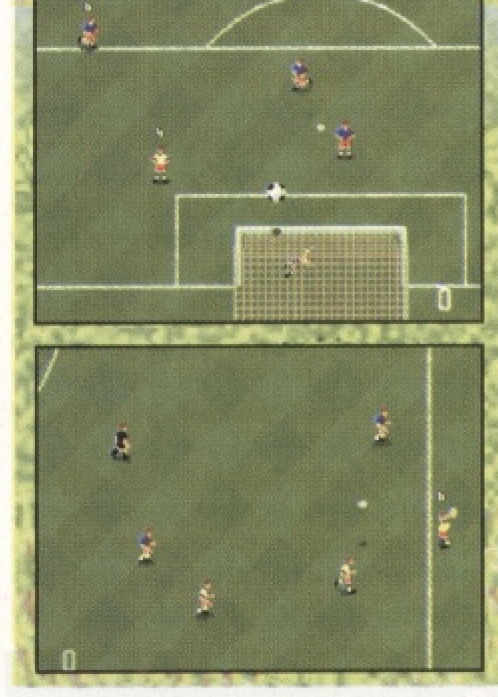
"With World Cup USA '94 we wanted to achieve three main criteria," explains Tony Bickley, the game's producer. "We wanted it to play the best game of football in the world, we wanted it to be the most user-friendly game in the world and we wanted it to have the most customisable features in the world."

To achieve these aims, Tony and the coders Tiertex have written a huge number of editors that will allow you to alter almost any of the game's features. Of course there are editors that let you do the usual things like alter your team's line-up and tactics — you couldn't have a decent footy game without 'em — but also there are editors that let you customise the way the game actually plays.

"Say you want to play with the ball sticking to your foot," explains Tony. "In that case you can set the 'glue' factor to maximum. But if you like the ball to bounce away from your foot you can reduce the glue factor."

There are a whole host of other variables that you can alter, allowing you to turn the game from simplistic kick-about into a fast-paced, complex simulation with a few joystick clicks. You want it your way at USG, you got it.

World Cup USA '94 is set to be the most comprehensive footy game ever too, boasting just about every gameplay feature you've ever seen or heard of. "We checked out every game released in the last year and a half," says Tony, "and basically anything that enhanced those games and fitted in with our game style has been implemented. The rule is that anything anybody else's game has got, we've got."



The game's designers have gone for a fairly traditional, some might say old-fashioned, graphic style. "We went for the top-down view because that gives you the pin-point accuracy of play," says Tony. "The trouble with that, though, is that you don't get to see any player animation or strips or stuff like that. So what we've done is go for a top-down view but with a slight angle on it, so you get the best of both worlds."

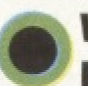
To add a touch of levity to the proceedings the game will incorporate Striker the dog, the '94 World Cup's official mascot, who'll pop up in animated intros and outros,



which will vary depending on whether the player wins or loses the cup.

World Cup USA '94 should be released in June, just in time for the start of the real World Cup. And if the finished result walks the walk as well as its creators talk the talk, it should be just about everything you've ever dreamed of in a football game and there's no reason why it shouldn't sell by the bucketload.

"Sensible Soccer is probably our strongest opposition," reckons Tony. "To my mind it's the best soccer game on the Amiga, and I want to beat it!"



WORLD CUP PREDICTION:

"The Americans will win 'cause they'll cheat — they've already cheated in the draw!"

KICK OFF 3

Anco/Imagineer

In the dark days B.S. (Before Sensisoccer), there was only one footy game that really mattered — Kick Off 2. Here at EMAP Towers the game became such an obsession that people missed lunch and even deadlines to play it. And now it's back, back, BACK!

Steve Screech, one of Kick Off 2's original programmers, is overseeing development for Anco/Imagineer, with Enigma Variation handling the actual coding chores. At the moment the SNES game is the nearest to completion (in fact, the screenshots you see here are from that version) but the Amiga one isn't far behind and should look and play identically. Which is a good thing — we've had a go on the SNES version and it's a corker.



The most obvious difference between Kick Off 3 and its predecessors — and perhaps the most disturbing as far as Kick Off purists will be concerned — is the game's change from an 'overhead blimp' view to a side-on view. Why, the nation's fanatical Kick Off heads cry, why?

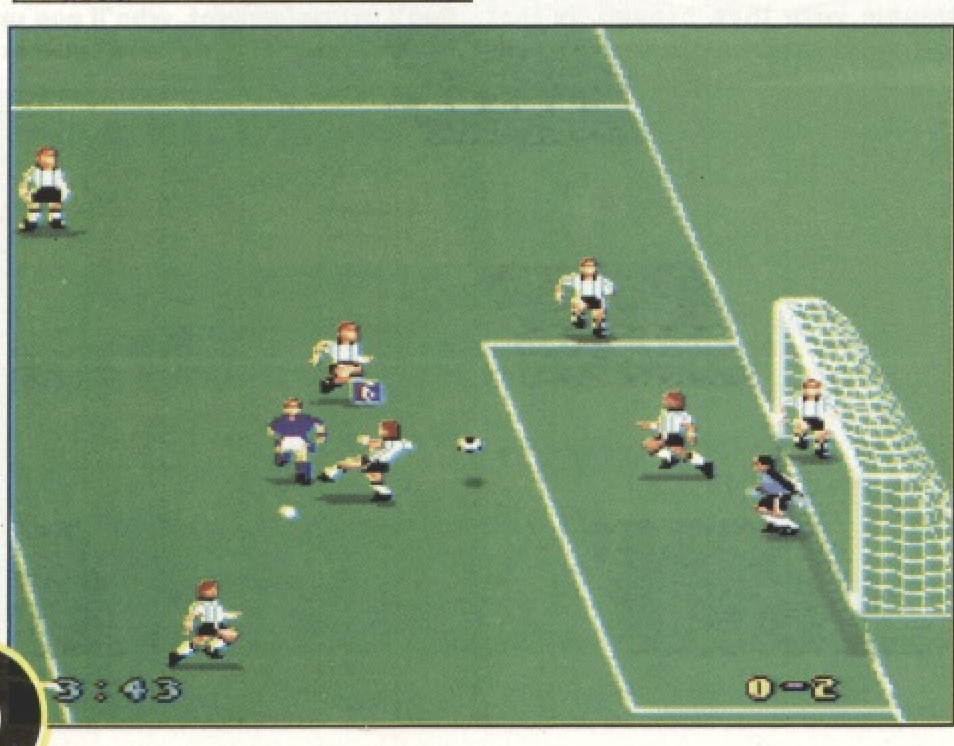
"So many people criticised the overhead view," explains Garry Williams, Imagineer's ebullient marketing manager. "They said it made the game look more like Ping-Pong than football, so with Kick Off 3 we decided to do something different. And to be honest, after Kick Off 2 and Sensi, there wasn't really anything new that anybody could think of to do with that perspective."

The main advantage of this view is that it allows much improved animation on the players, with the players running, kicking, heading and saving just like their real-life counterparts.

"The Amiga version will be the best of them all," states Garry "Programming-wise, you just can't get the speed out of a SNES that you can out of an Amiga. In terms of graphics then you're going to get a prettier game on the SNES or Megadrive, but in terms of speed then the Amiga's much better."

The importance of speed isn't so much for driving the graphics — after all, the SNES can lob sprites around with the best of 'em — but for making sure the computer-controlled players behave in something approaching a realistic manner.

Of course, this is important in any decent footy game but it's especially so in KO3 since all the teams feature what Garry calls "playmakers" — hugely-talented players who will always try to do the best thing possible, such as pass to someone in the penalty area or go for goal whenever a good opportunity arises. In other words, they're the Gazzas of the computer footy world. Except they don't wear comedy plastic breasts.



RESULTS JUST IN . . .

Due for a Christmas release from Intelek is yet another as-yet-untitled footy management game. This, the boys promise, will be a true sequel to Championship Manager, boasting much improved presentation and a host of sexy new features. Real work has yet to be started on it, but chances are it may be an A1200-only game due to the sheer volume of data that the team hope to incorporate. More news soon...



Depending on which position these 'playmakers' play, the whole way a team performs changes. And thanks to this system it's been possible for Steve and the boys at Enigma to model the playing styles of all the competing teams to a surprisingly realistic degree, which in England's case means they'll always lose. (That was a 'gag', by the way.)

Another neat idea is the use of 'set plays' or pre-arranged strategies. It works a bit like the system used in EA's John Madden's Football; whenever a corner, a free kick or something similar comes up each team gets a chance to pick a set play — the idea being that each player tries to out-guess the strategy that their opponent will use. It may sound a bit long-winded but it works brilliantly in practice.

There's loads of other neat stuff in Kick Off 3 but there really isn't the space to do it all justice here. Actually that's probably a good thing, as Garry is uncharacteristically tight-lipped about revealing too much of what they're up to. "In Kick Off we invented aftertouch and just about every footy game that came after used it too," explains Garry. "Basically, we don't want anybody nicking our ideas."

Going on what we've seen so far and given Anco's footy track record, Kick Off 3 looks like it could easily reclaim the Amiga Football Cup from Sensisoccer. We'll find out for sure, however, when the game's released on May 18th. But if you can't wait that long, why not tune in next month for an in-depth Work In Progress?



WORLD CUP PREDICTION:

"Germany, definitely. Brazil's team is too young and hasn't got it together yet and Argentina's is too old, so the only ones in form are Germany."

SIERRA WORLD CUP SOCCER '94

Sierra

What is going on? One minute Sierra announce to the world that they're abandoning the Amiga, the next we hear that they're developing King's Quest VI for us! And now, in a shock announcement, it's revealed that they've got a footy game in development. That's right — Sierra, the graphic adventure specialists, are doing a sports simulation! Has the world gone mad?

However, having seen the game it looks like there must be method in their madness, because it's shaping up to be a cracker. The most impressive aspect of it is the graphical style.







PEEP! PEEP! HALF TIME!

...And as the teams retire to the changing rooms to suck oranges and get a pep talk from the manager, what more appropriate time is there to take a look at two upcoming footy management games?

KEVIN KEEGAN'S PLAYER MANAGER

Anco/Imagineer

Believe it or not, it's nearly five years since the original Player Manager caused endless late nights across the country as football fanatics struggled around the clock to get their favourite teams to the top of the First Division. And now, at long last, comes the game's ultimate incarnation — Kevin Keegan's Player Manager.





The game's all-but finished and should be ready for a full review next month, so we don't want to give away too much information about the game now. However, expect all the usual footy management game features — training, buying/selling players, ground receipts, etc — plus loads of others that have never been seen before.

Probably the best of these (from a general, non-football crazy gamesplayer's point of view, anyway) is that there's an option to actually play each match, thanks to the inclusion of the Kick Off 2 game engine in the code, so you're going to get a pretty good arcade game into the bargain.

However, if that makes hard-liners think KKPM is going to be some sort of beginner's footy management game then they can think again. Anco is promising that this will be THE management game to end them all, mainly due to the input of Kevin Keegan. As well as being a sales-friendly familiar face for the packaging, Kev's provided suggestions for new features and overseen almost every stage of the game's development. And if it's good enough for Sir Keegan of Football, it's good enough for us.

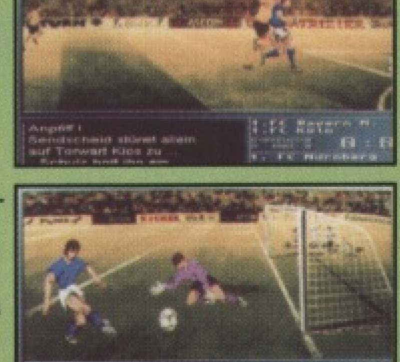
ON THE BALL

Ascon

Strategy buffs may remember Ascon as the German geezers behind The Patrician. Well, now they've turned their attention away from trading in the Renaissance era to the more populist task of putting balls into the backs of nets. And given Ascon's obsession with authenticity and attention to detail, the chances are this will be the most comprehensive footy management game ever.

And that impression seems to be confirmed by On The Ball's press release, which boasts that Ascon's game will "set new standards in realism". And who's going to argue? Certainly not us — especially as we've seen the game's specifications.

In On The Ball your aim is to get your First Division team through to the F.A. Cup finals. However, success is not just a case of training up your team to peak fitness and winning matches as there's also a myriad of financial considerations to take on-board as well, such as maintaining or improving your stadium and setting gate prices — although don't push them too high or you'll upset the fans.





Although you can't actually take an active part in the matches à la Player Manager, you get to watch the whole 90 minutes of action and can make tactics changes and substitutions as you see fit. The matches promise to be a bit special, actually, as they highlights are presented in a TV-style manner, with the animations digitised from real footage rather than created on computer. Already a storm in Germany, there's no reason — especially given Ascon's reputation — why On The Ball shouldn't repeat its success here. Expect a review around April time.



In between extended bouts of coding on Guardian (see WIP on page 36), Mark Sibly is tinkering with an indoor footy game written using Blitz Basic 2. No firm release date is set yet, but our guess is you can expect to see it around May time with a budget price tag...

The game uses a slightly 3D-ish angle to view the play and there's some spectacular animation on the players, which is all the more incredible given the size of the sprites — in all, Sierra reckon that there are over 4000 animation frames.

There are tons of incidental animations throughout the game too. The referee, for example, will actually blow his whistle and give out yellow and red cards as necessary. Should a player be injured, a physio will run on and tend to the fallen hero, raising his hand to call for stretcher team should one be needed. And players standing in the wall will protect their 'family jewels'. It's all pretty amazing to look at, to be honest, and helps generate a phenomenal atmosphere.

There's also an excellent replay feature, which allows you to rewind and fast-forward through the last few seconds of the game at almost any speed you want, allowing you to capture those goal-scoring moments perfectly.

But it's not all graphics, because the game plays as good as it looks. In fact, Sierra World Cup Soccer '94 could well turn out to be the dark horse of the season. Look out for it in a couple of months' time.

WORLD CUP PREDICTION:

"There's an outside chance Colombia could win it," reckons Steven Dunn, the game's programmer. "They did seriously well qualifying — they beat Argentina five-nil."

WORLD CUP STRIKER

Rage Software

Of all the games previewed here, World Cup Striker is the furthest away from completion. In fact, development work has hardly been started on it yet because the Liverpool-based company has been spending most of its time so far finishing off the SNES version, shots of which you can see here.

World Cup Striker is, of course, the long-awaited sequel to Striker, one of the most popular Amiga footy games of all time. And WCS looks set to repeat that success when, all things going well, it's released this Christmas.

Like the original, WCS uses a slightly 3D-ish angle to depict the footy action. This time around, however, there's also an option to switch between a side view and a top view. The nice thing about this is that you can do it at any time during the match, allowing you to view all those classic replays from a variety of angles.

Unfortunately, though, there is a price to pay for all this player power. "At the moment it's looking like the game will only appear on A1200 and Amiga CD32," claims Paul Finnegan, Rage's boss, "because we're going for things like a fully-textured pitch, which we've got in the SNES version. It's very difficult to do on an A600 — it just hasn't got the power or the memory."

But the A500/600 owner's loss is the A1200/CD32 owner's gain,



because WCS promises to be a graphical tour de force. "We've tried to make the game look as realistic as possible," says Paul. "You've got to. There are tons of footy games out there and yours has got to be a bit special to stand out from the rest.

"So we've done things like digitise the penalty sequences, with all the animation being taken from real footage. Likewise the animation on the players during the match has been rotoscoped. We hired a studio for a few days and filmed this guy against a blue screen, making him go through all the possible moves."

What this means is that your players go through all sorts of contortions during the game, kicking, heading, back-kicking and everything. However, Paul promises that WCS will still play like a dream, even with all these bells and whistles. "The playability's the main thing — it's got to play well, even if that means sacrificing a little bit of realism," he says.

One of the main complaints about the original Striker was the player intelligence, as it was a little too easy to become top of the league. That's all changed in WCS, though. "We've spent a lot of time on the computer intelligence," says Paul. "A lot of people commented on the fact that Striker's goalies were easy to beat — once you mastered the technique you could score every time. They're a lot tougher now."

Even though they'll probably be the year's last footy game, Paul is confident that WCS will be the best of the bunch. "We've been building on the Striker engine now for over two years and it's been fine-tuned over and over again," he concludes, "and now I think we're getting it pretty close to being the best football game possible."

WORLD CUP PREDICTION:
"I think the Italians will win it, because of their stylish play."

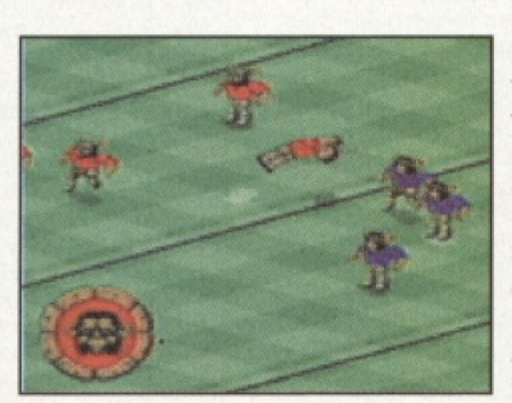


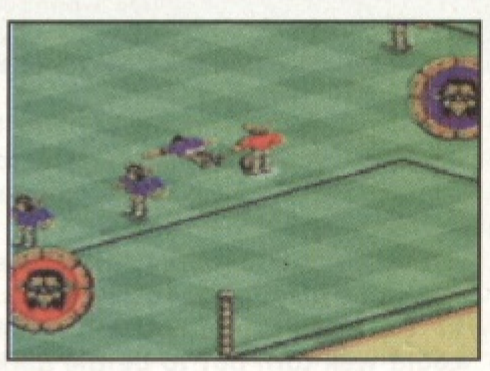




(Above) These shots are from the SNES version of World Cup Striker. The Amiga game should look identical, but not so blurry.

BRUTAL SPORTS SOCCER
Millennium





Okay, so lovers of serious football game will no doubt be wondering what on earth this is doing here, but it's got the word 'soccer' in its title and that's good enough for me. (You'd probably feel the same if you had to fill a five-page preview like this, believe me.)

Brutal Sports Soccer is, of course, the sequel to the highly-violent and highly-successful fantasy sports sim Brutal Sports Football. But hang on... Football? Soccer? Aren't they the one and the same? Well, yes, but the first game was based loosely on American football, so there was lots of carrying and passing the ball, while this one is based loosely on British football, so it's all about nifty footwork, no hands allowed — unless you use them to poke an opponent's eye out, in which case it's okay.

"It follows the same theories behind Brutal Football," explains Keith Smith, Millennium's PR bod, "in that it's not just about getting control of the ball, it's also about beating up your opponents — it's basically no-rules football."

Given the rigorously accurate authenticity of just about every soccer game in development, BSS will be refreshingly free of nit-picking rules and regulations. "There will be no backpass rules or offsides," says Keith. "We did consult with FIFA but in the end we thought no. There will, however, be loads of punching, gouging and general fisticuffs. So the spirit of the modern game is there. We've based a lot of it on the Italian league."

As you can hopefully see (and we apologise for the crap nature of these screenshots — normal service will be resumed as soon as possible), BSS uses a detailed isometric-3D angle to display the action. This means that developers Teque can go to town on the player animation, so expect to see the violence depicted with an even greater degree of graphic excess.

"The sprites are huge, much bigger than the ones in Brutal Football. The game's also much faster than Football — it runs at about the same speed as Goal!" claims Keith.

As well as the new graphic style there's also a new range of power-ups to enjoy, including — it says here — exploding balls, which sounds

very painful but should help keep the body count high.

"We've got high hopes for Brutal Soccer," says Keith, summing up. "I think it'll be a nice break for everybody, what with all these other serious football games coming out. It's something a bit anarchic, you know? With the World Cup on the telly and Brutal Soccer on your Amiga you're going to have a football-tastic time."

WORLD CUP PREDICTION:

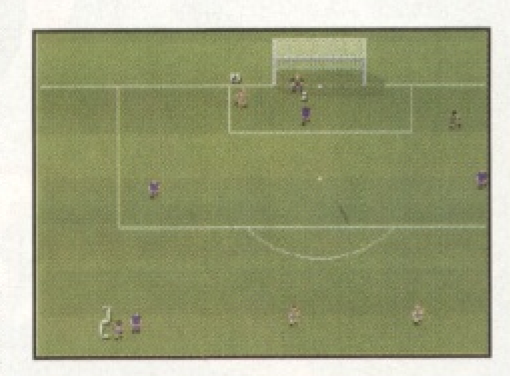
"Ha-ha-ha! I would dearly love the Republic Of Ireland to win. [Keith's wife, let me explain, is Irish.] But I'd certainly have a side-bet on Germany — you can never count them out. Love 'em or hate 'em, you can't ignore 'em, as they say. [Only if they're desperate, Keith.]"

MANCHESTER UNITED: PREMIER LEAGUE CHAMPIONS

Krisalis

Like Anco, Krisalis isn't exactly new to the computer footy game business. Premier League Champions, which is due to hit the shelves next month, will be the company's third Manchester United game, and it's also enjoyed considerable success with its John Barnes and Graham Taylor licences.

While most of the other games previewed in this feature centre around the World Cup, MU: PLC sticks firmly with the home leagues,







allowing you to control any club from the Premier League, Endsleigh League or GM Conference and guide them to F.A. and League Cup victory.

Ironically, just when Anco opted to change Kick Off's viewpoint from top-down to side-on, Krisalis has decided to do exactly the reverse — whereas the previous Man. Utd games were side-viewed, Premier League Champions is played from a more Sensi-like vantage point. "Basically we decided that there was no way we could improve on the sideways view," explains Tony Kavanagh, Krisalis boss, "which is why we made the change." Don't be fooled, though; while MU:PLC may look a lot like Sensi, it plays very differently.

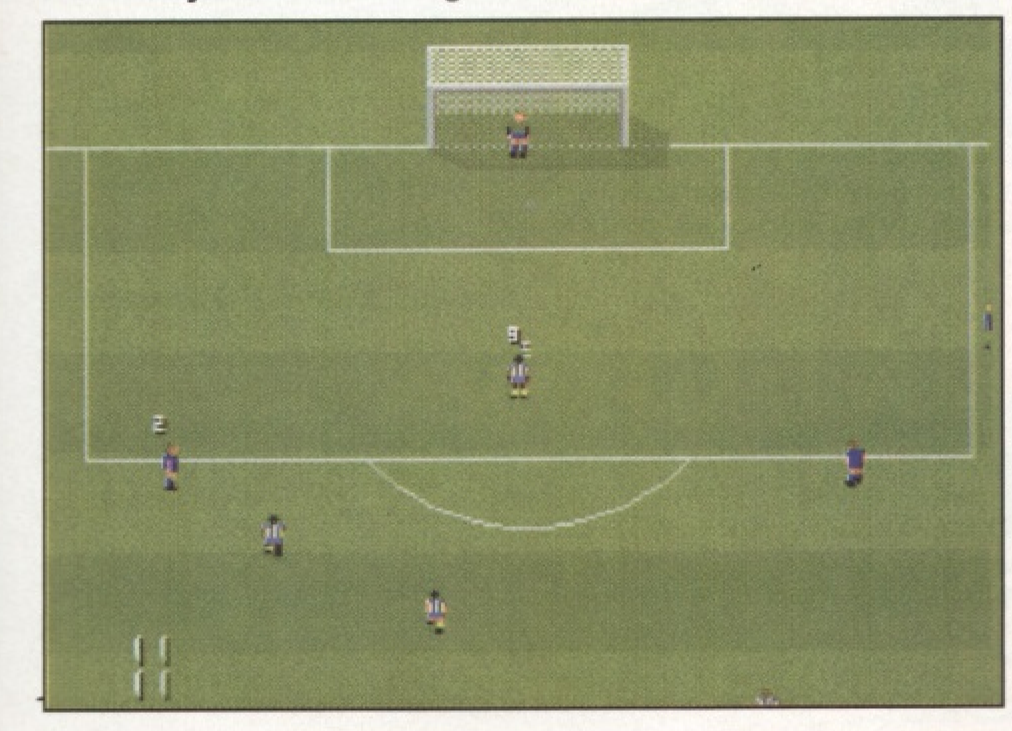
"Sensible Soccer appeals to everybody — even those people who don't like soccer — because it plays a very good arcade game," says Tony. "What we've tried to do in MU:PLC is still appeal to the broad range of people but aim it more towards the guy who's a real football enthusiast."

Enthusiasts, in fact, like the game's in-house developers. They're all keen football fans, something which shows in the exhaustive range of features the game offers — almost every rule and regulation is accounted for — and the plethora of between-match stats screens, which allow the player to perform an in-depth analysis of just about any aspect of their team's performance.

During the match you have a huge degree of control over how your player's perform thanks to what Krisalis are calling the Tacti-Grid™. This allows you to change the tactics and playing style of every team member individually. And according to those who've played the game, it works brilliantly.

MU:PLC has been in development for about a year now — four months more than Tony had hoped. "Getting the realism right has been the thing that's taken so long and causing the programmers to tear their hair out," he explains. "It shows in things like the goalkeepers; rather than being stuck on the line they'll actually come out into the area to save the ball. The other thing is that players actually play better if their stats are better — the stats really mean something."

Phew! Thank goodness for that — given that MU:PLC features over 3,000 players, each with their own huge set of stats, it would be a shame if all those little numbers were going to waste, wouldn't it? We'll be giving MU:PLC the full once-over next month, so be there or be cuboid.



WORLD CUP PREDICTION:

"My head says Germany will win but in my heart I don't want them to! I think if England had qualified they'd have had a good chance, to be honest."

FANTASY FOOTBALL LEAGUE?

FIFA INTERNATIONAL SOCCER

Electronic Arts

FIFA International Soccer is considered by many games critics to be THE soccer sim of all time, knocking even the estimable Sensible Soccer into second place. And it seems that the paying punters think the same - released on Mega Drive at the end of last year it soared straight to the top of the charts and stayed there, rapidly becoming the best-selling game over Christmas.

Although not quite as fast or arcade-y as Sensi, FIFA makes up for this by stunning using of an isometric-3D perspective to depict the action, allowing for some detailed, fluid and totally life-like animation on the players, complemented by some superbly atmospheric sound effects.

Now, EA haven't actually confirmed that FIFA will be making an Amiga outing, but the company is known to have a major Amiga conversion of a top Mega Drive game in development and due for Summer release. EA, from all of us here at The One and on behalf of all our readers, please, please, please let it be FIFA. Or Jungle Strike.



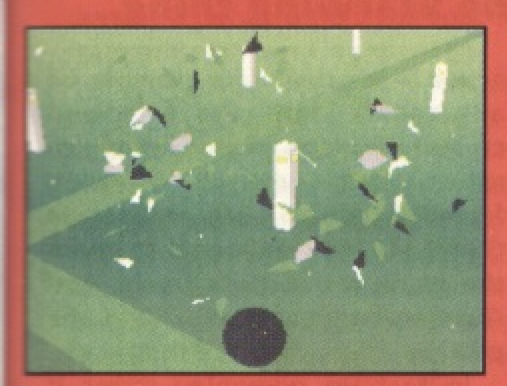
PEEP! PEEP! PEEEEP! FULL-TIME!

...The last seconds of game tick away. There you have it — the complete guide to all the footy games coming out on the Amiga this year. The crowd are on the pitch — they think it's all over. It is now!

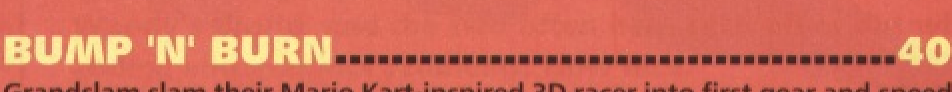


WORK IN PROGRESS

Matt was not happy. "I'm getting pretty sick of spending my time thinking up 'weird' and 'amusing' intros," he shouted, "only to have them edited and cut down into pathetic diluted versions that lack the content of the original. IT JUST WON'T DO!" The meeting room went silent. "Oh, I see." said David, visibly stunned, "Well, what do you intend to do from now on?" Simon looked across at David, concerned for his large chum's welfare. "It's quite simple," replied Matt, gradually calming down, "I'll just be churning out the normal crap and calling it — WIP intro." And, of course, he did. And, of course, er, it was.

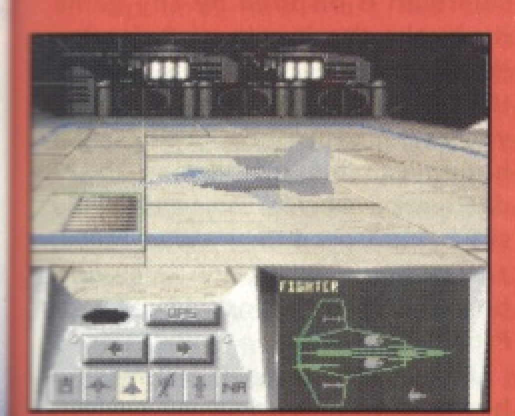


GUARDIAN 36
David Upchurch gets all dizzy as he spins head first into Acid Software's Starwing beater. Super FX? You don't know the meaning of the phrase — yet!



BUMP 'N' BURN..40
Grandslam slam their Mario Kart-inspired 3D racer into first gear and speed off down the road, as The One's very own Simon Byron asks for a lift down to the newsagents for a packet of fags.

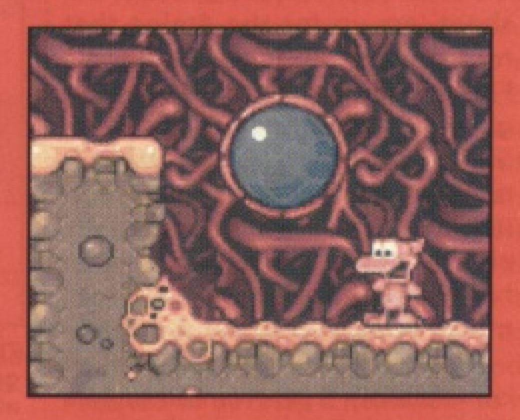


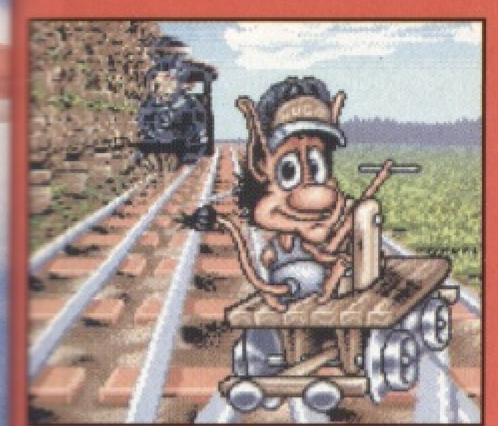


ARMOURGEDDON 2..42
Matt Broughton and Psygnosis stick flags in a world map, deciding how best to kill lots of people without having to lift a finger. I think the phrase you're looking for is 'large-scale mindless violence.' Excellent!.



PINKIE..44
He's PINK, and he's IE. Yes, it can only be Millennium's latest entry into the Montreal Rose 'As cute as I don't know what' Awards. Matt Broughton journeys to Cambridge and has an enormous beef lasagna when he should be reporting live. Git.





HUGO THE TROLL 46
You've watched 'What's Up Doc?' You've marvelled at the graphic delights of that computer game thingy. Now experience the real thrill — Simon Byron's incredibly well-written WIP on SuperVision's stunning-scrolling-running-jumping game. Yes — exciting, isn't it?

TURBO TRAX 48
Matt Broughton is the sort of bloke who likes a good top-down, arcade-quality, racing game in the Overdrive mould, so who better to look at Daze's top-down, arcade quality, er, racing game in the, er... (Snip. Oh Dear. - David.)





UFO: ENEMY UNKNOWN
BUBBLE 'N' SQUEAK
RUGBY LEAGUE COACH
RABBIT GAME 50
Four more young bands from London line up and prepare to shake their funky stuff, as our very own Alan 'Fluff' Freeman — Matt 'Chuff' Broughton — lets you know all about the Hits and Misses of the month. (Psst. I'm talking about Mini WIPs.)



ANYTHING YOU CAN

Acid Software set out to prove that you don't need over-hyped custom graphics chips and a hefty price tag to make a top 3D action game. David Upchurch prepares to do the Starwing thing...

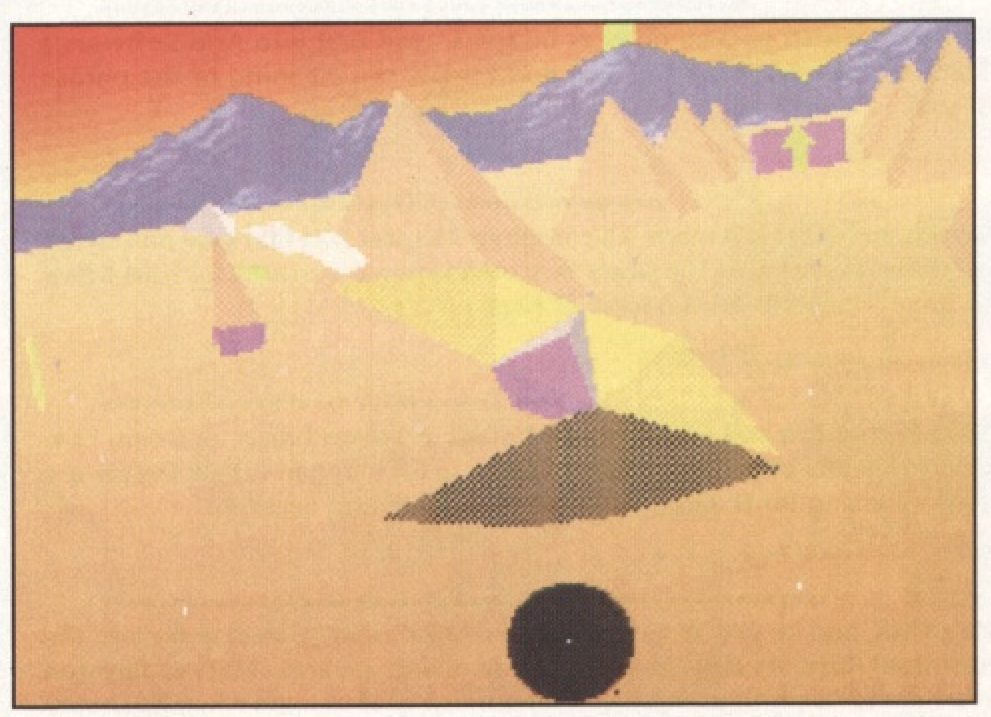
Have you got any mates who own a Super NES? Yeah? And are you sick to death with them banging on about how ber-bloody-rilliant Starwing is? Yeah? And do you wish that you had an equally impressive game on the Amiga that you could slap in their faces to make them SHUT THE FLIP UP? Well, as Robin Williams said in Mrs Doubtfire (or was it Aladdin?), your wish is granted.

Coming this Easter from Acid Software, the people who brought you Blitz Basic 2 and Skidmarks, is Guardian, an action-packed 3D shoot-'em-up for the Amiga that makes Starwing look like Psion's Flight Simulator on the ZX81. The game is being written by Mark Sibly, the author of Blitz Basic 2, and although he's only been working on it for four months, it's already looking so incredible, when he showed it to me I had to pinch myself to prove I wasn't dreaming.

So how did the idea for Guardian come about? "I just wanted to do a 3D game that was actually fun to play, like the old C64 game Encounter," says Mark. "Most 3D games are either serious flight sims or driving games, and I wanted to combine that look with more action-based gameplay."

It's true to say that there aren't that many out-and-out action 3D games. Why does Mark think this is? "I don't really know," he admits. "I guess it's because most people who are into 3D tend to be fairly serious people who are more interested in the simulation side of things. But because of Starwing I think we're probably due for a phase of action 3D games, like that Zeewolf, for example [from Binary Asylum which was extensively previewed last month]."

Mark makes no apologies for the rather obvious influence that Starwing has had on Guardian's look and feel. He's a big fan of the Nintendo game — indeed, when the project was in its first stages of development it had the working title of Sibwing! It's Starwing's simple yet well-designed gameplay that Mark admires most, rather than the 3D which, by Amiga standards, is good but not that good. Mark's 3D engine, for instance, is much faster than Starwing's, updating at a silky-smooth 17 frames per second.

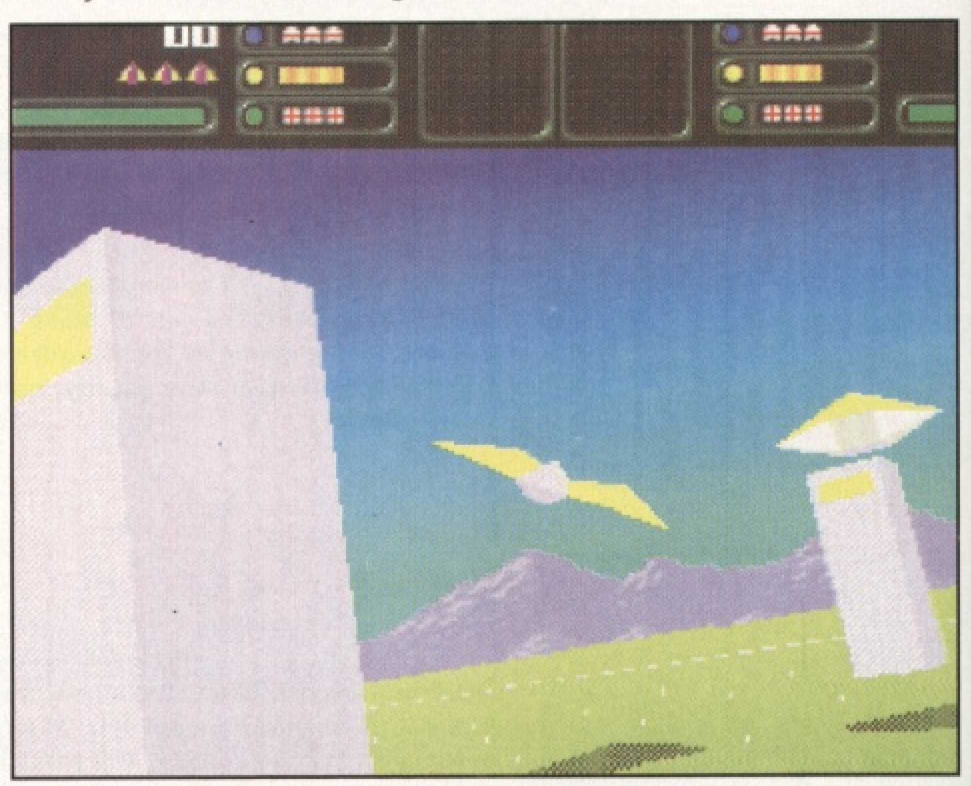

This shot is taken from one of the earlier versions of Guardian, where the gameplay was fairly linear — here, for example, you're required to negotiate an obstacle course. The final game is likely to be more free-flowing.

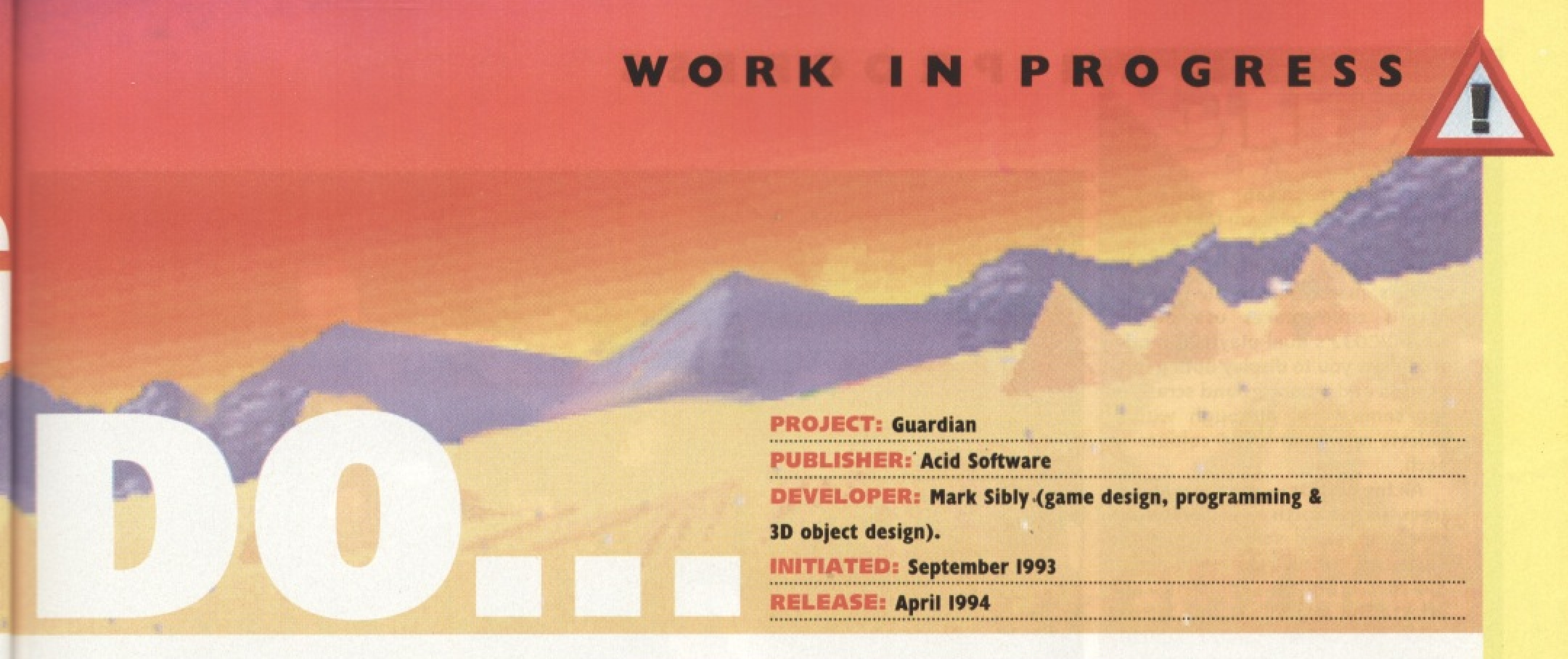
> **"It's not really that hard to do 3D on the Amiga — once you know how it's done."**
>
> Mark Sibly, Guardian's creator.

To be honest, Guardian bears little real resemblance to Nintendo's game other than that they both employ polygons to depict the action. There won't, for example, be any nauseatingly cute woodland creatures talking gibberish to each other. Also, whereas Starwing forced you down a 3D 'channel', in Guardian you're allowed to roam the game world quite freely. And Guardian won't cost you £60 for the privilege of playing it, either.

In fact, in gameplay terms if Guardian is inspired by any game it's by the classic coin-op Defender. However, instead of trying to stop the aliens kidnapping humanoids, you've got to protect the city's vital buildings and installation from destruction. Should too much of the city be destroyed then you've failed, and not only will your homeworld be invaded the aliens will eat you. Probably.

Like Defender, each enemy ship has its own unique attack pattern


This shot is taken from the most recent version of the game, complete with a detailed information panel showing you your score, shield energy left and how many lives and smart bombs you have remaining.



PROJECT: Guardian
PUBLISHER: Acid Software
DEVELOPER: Mark Sibly (game design, programming & 3D object design).
INITIATED: September 1993
RELEASE: April 1994

depending on its type; for example, some will make it their sacred duty to home in on the player's ship and destroy it, while others will concentrate more on levelling the city.

These similarities to Defender are no surprise, actually — Mark is a huge fan of the coin-op. In fact, he wrote the PD game Oblivion, which we gave away on a coverdisk some months ago, which is probably the Amiga's definitive Defender clone. He also wrote the A1200-only game Overkill for Mindscape, another excellent Defender-style game.

Up until now Mark has spent most of his time perfecting the 3D engine (which we'll come to later) and at the moment he's still toying with various additional gameplay ideas to those above. Although the emphasis will very definitely be on fast-paced, exciting action, Mark's planning some form of task that will have to be completed before you can move onto the next level.

At the moment it's likely to be destroying alien power generators dotted about the landscape. Once these are eliminated an mothership will descend down from space which has to be fought in true end-of-level fashion. Once that's out of the way you'll progress to the next level which will be more the same but with a different environment to and tougher aliens to fight. But this is, Mark stresses, liable to change over the last few months of development.

One thing that is pretty definite is that Guardian will have no end as such; it'll just carry on and on and you're aim will be to get as high a score as possible — much like in Defender, in fact. Mark's currently toying with the idea of having a massive map-like screen that you can pick your way through, so everytime you play you can tackle the various levels in a different order, but again that's subject to change.

Mark is remarkably modest about how his excellent 3D engine came about. "I got hold of a book which had all the basic 3D formulae in it," he says, "then a mate of my mine showed me how to multiply matrices together [which, apparently, is very important when writing 3D code. — Clueless Coder Dave.] and I basically taught myself how to build a 3D engine from that."

"It's not really that hard to do 3D on the Amiga — once you know how it's done. Since the 3D engine drives everything, it's just a case of getting that right and then adding bits onto it."

That's as may be, but there's still no denying that it's an impressive achievement, packed with lots of subtle but effective graphical tricks. For example, although almost every Amiga game uses the Copper list to graduate the colour of the ground and sky, I've never seen one where the graduation actually tilts with the ship's movement. Mark did try to explain to me how he got this effect, but it all got very confusing and I started to develop a headache so he gave up.

Another nice effect is the mountains on the horizon, which also tilt with the ship's movement. "They're drawn using the A1200's 64-pixel hardware sprites," says Mark. "All the different rotations are prestored in memory, and are plotted according to what angle your ship is at."

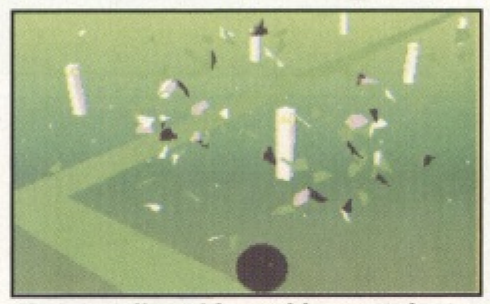
And then there are the pulsating power-lines connecting the various generators, which fade from a light colour in the foreground to a dark colour in the back...

"Er, they don't actually — it's an optical illusion," interrupts Mark. "Because of the shading on the ground, which goes from light at the top to dark at the bottom, it just looks like the tracks are getting darker as they go into the distance because the surroundings are lighter."

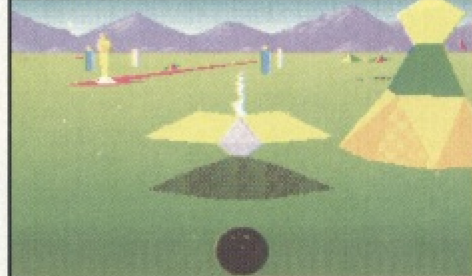
Oh Mark, and I thought you'd done something really clever...

WHO ARE ACID SOFTWARE?

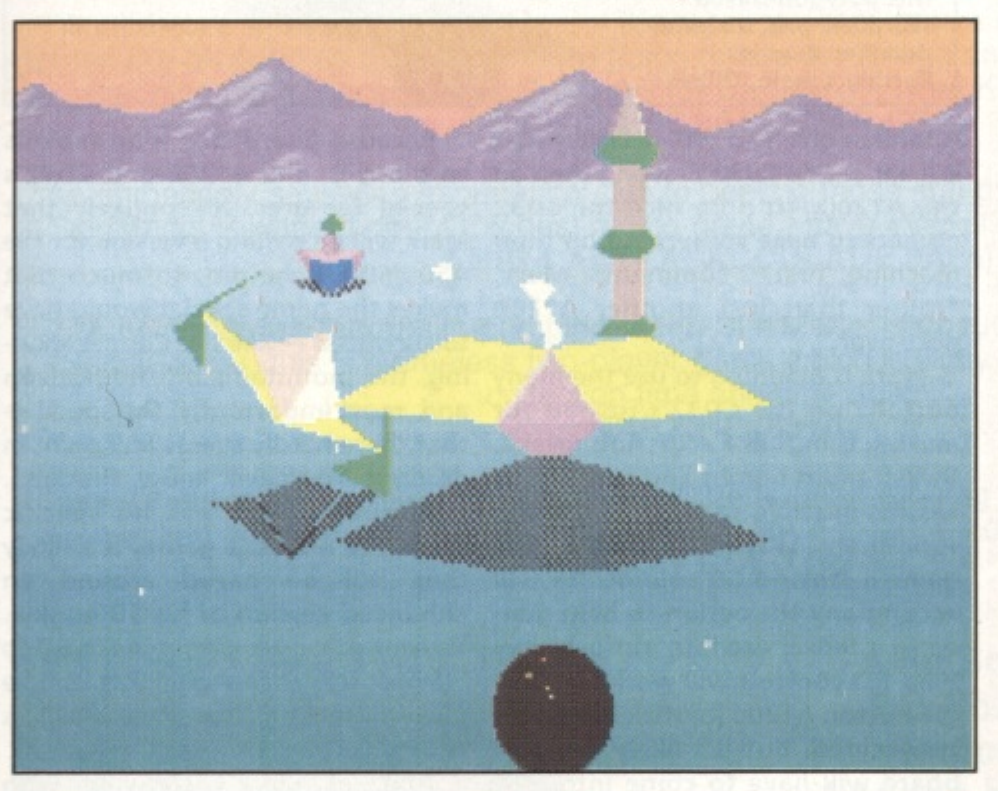
Based in New Zealand, Acid Software are the coding whizzes behind the stunning Blitz Basic 2 and the equally amazing Skidmarks. Originally formed by just two men, Simon Armstrong and Mark Sibly, Acid now has representatives in Europe and America. Acid's HQ is actually in the same building as Vision Software, the team that wrote Woody's World, and the two often help each other out with coding and graphics problems. How nice.



Blast an alien ship and it won't just explode, it'll shatter — into a dozen or more fragments that will cascade away from the stricken craft. "All the 3D objects interact with each other," says Mark. "You can actually lure the aliens so that they'll crash into buildings."



Why the behind-the-ship view, Mark? "I thought it worked really well in Starwing," he replies. "In 3D games it's very hard working out where you are, but with this view you can see your ship and the shadow underneath so it all becomes a lot easier."



A close encounter with one of the aliens on a beautiful water world. There's some nice humorous touches throughout the game — here, for example, you may encounter a shark's fin gliding across the sea surface.

"Mmmm, yeah, perhaps I shouldn't have told you that..." ponders Mark.

In essence the 3D runs in 16 colours, mainly due to the fact that Mark's code makes use of the A1200/CD32's dual-playfield mode. This allow you to display both a foreground and a background screen at the same time, although with a palette restriction of 16 colours on each.

All the objects — ships, buildings, trees and so forth — are drawn on the foreground screen, while the background screen is used to generate that tilting sky and landscape effect. The benefit of this is that since the objects aren't actually drawn onto the background, they're much easier and quicker to plot and remove, speeding up the 3D no end.

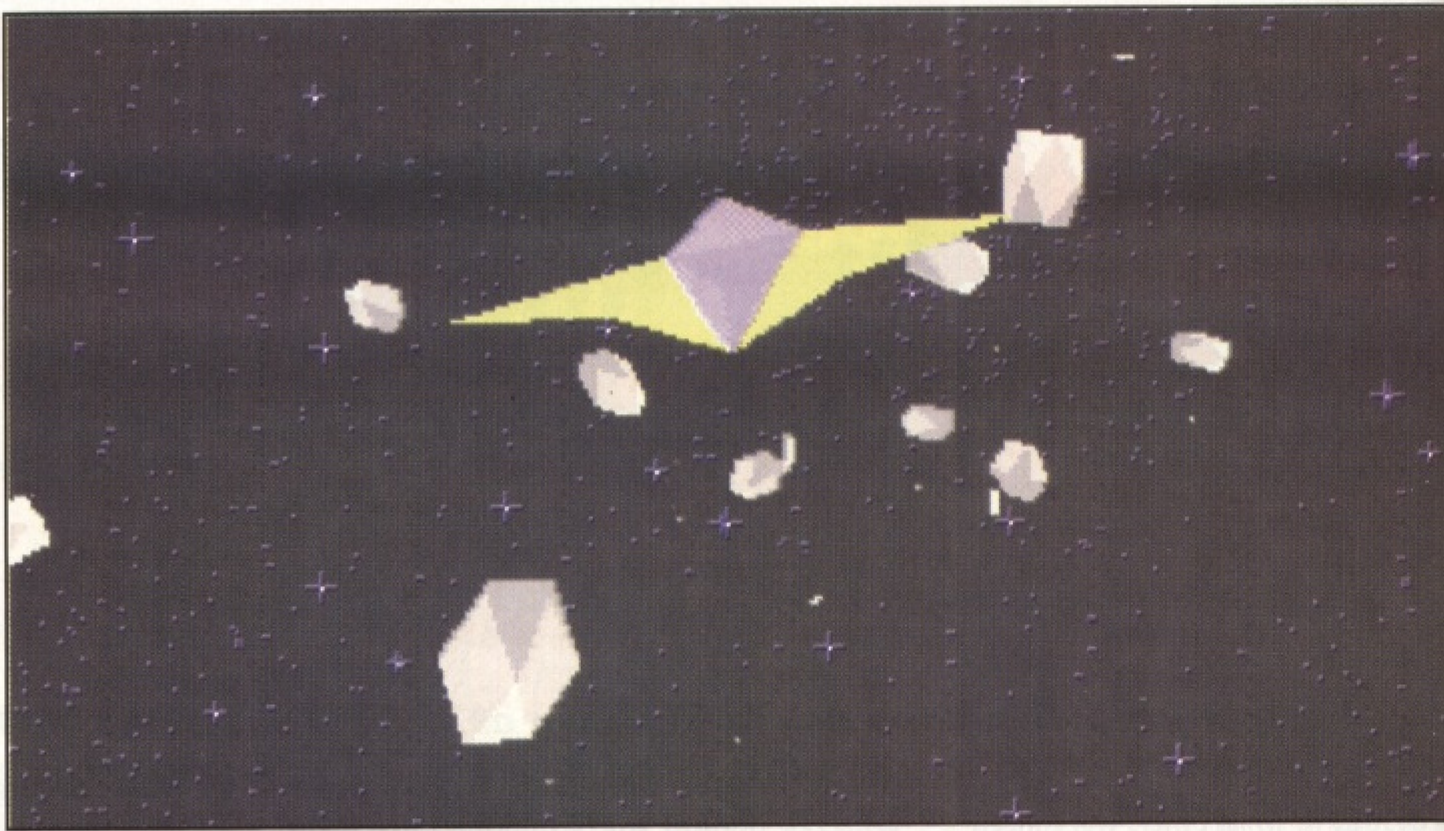
Although Mark is developing Guardian on an A1200, it's likely that it'll appear on CD32 first and then on the A1200. "It'd be nice for CD32 owners to have something on their machine first," comments Mark, "rather than just another A1200 port-over."

Mark is planning to use the many buttons on the CD32's joypad for making things like accessing reverse thrust, smart bombs and such like as easy as possible so that the game is supremely playable. During the game a stirring CD soundtrack will accompany the action to help generate a tense, exciting atmosphere. How the controls will work on a single-button A1200 joystick has yet to be decided, but it's likely the keyboard will have to come into play somewhere along the line, but that's never been a problem before.

Because Guardian's code exploits so many of the A1200 and CD32's special features, it's unlikely that Mark will be writing a version for the A500/600. If he did, so much that makes the game special would have to sacrificed — like the Copper shading, the mountains on the horizon and, most importantly, the speed — that there hardly seems any point in doing it. You never know, though...

Although Mark has no specific plans for his next game, it's likely that it'll be based around an enhanced version of his 3D engine. "I really enjoy programming in 3D so I'll probably keep on with it," he muses. "There's a lot of possibilities with 3D..."

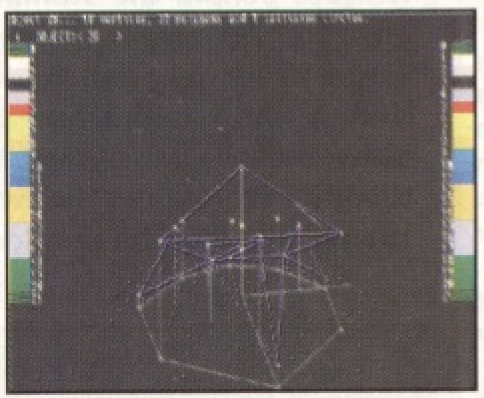
And, as Mark's showing with Guardian, those possibilities seem endless.



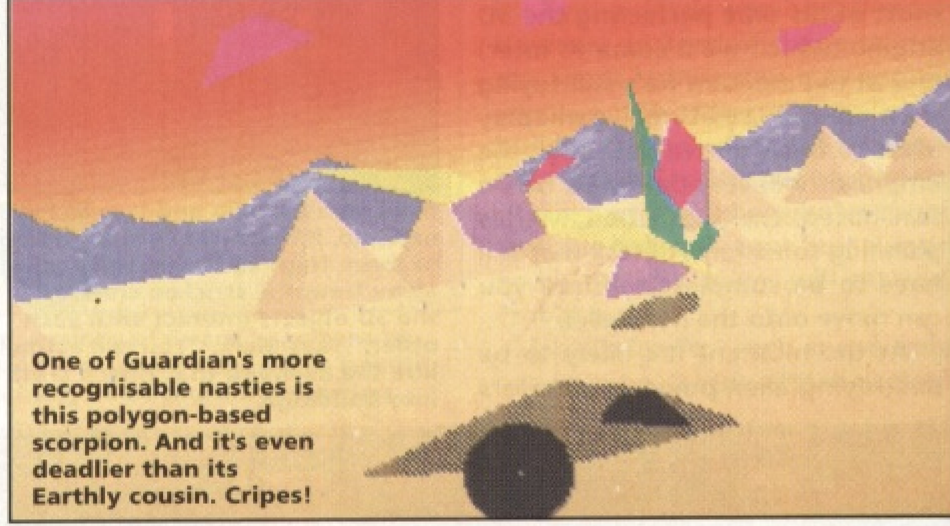
(Above) There's a strong chance that this flight through an asteroid field won't end up in the final game. At the moment it's a small sub-stage between the main planet-bound shoot-'em-up action but Mark's not sure how well it would tie into the overall gameplay.



Here's those power-lines I was going on about — pretty, aren't they?



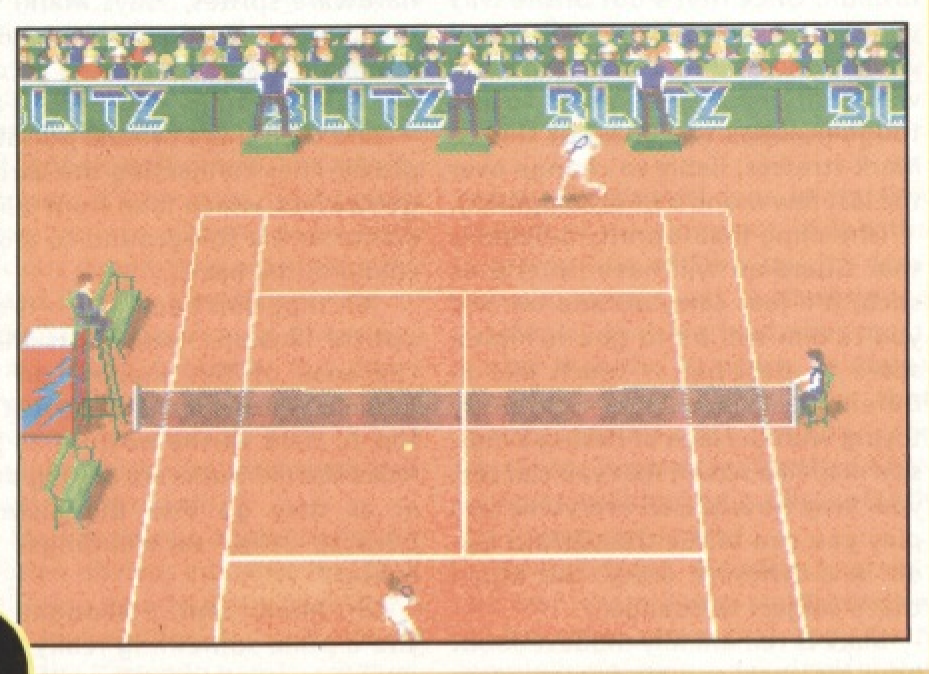
(Left) Mark has designed all the game objects himself using a simple 3D modelling program he wrote using Blitz Basic 2.



One of Guardian's more recognisable nasties is this polygon-based scorpion. And it's even deadlier than its Earthly cousin. Cripes!

COMING SOON!

Acid Software's next release will be a budget title by the name of Centre Court. Written in Blitz Basic 2, it's a tennis game, complete with tournaments, a two-player mode and a whole host of other features. It may not look like much from the screenshot, but let me tell you that's it's phenomenally playable — they could hardly pull me off it at Acid Software. Expect it around March time.

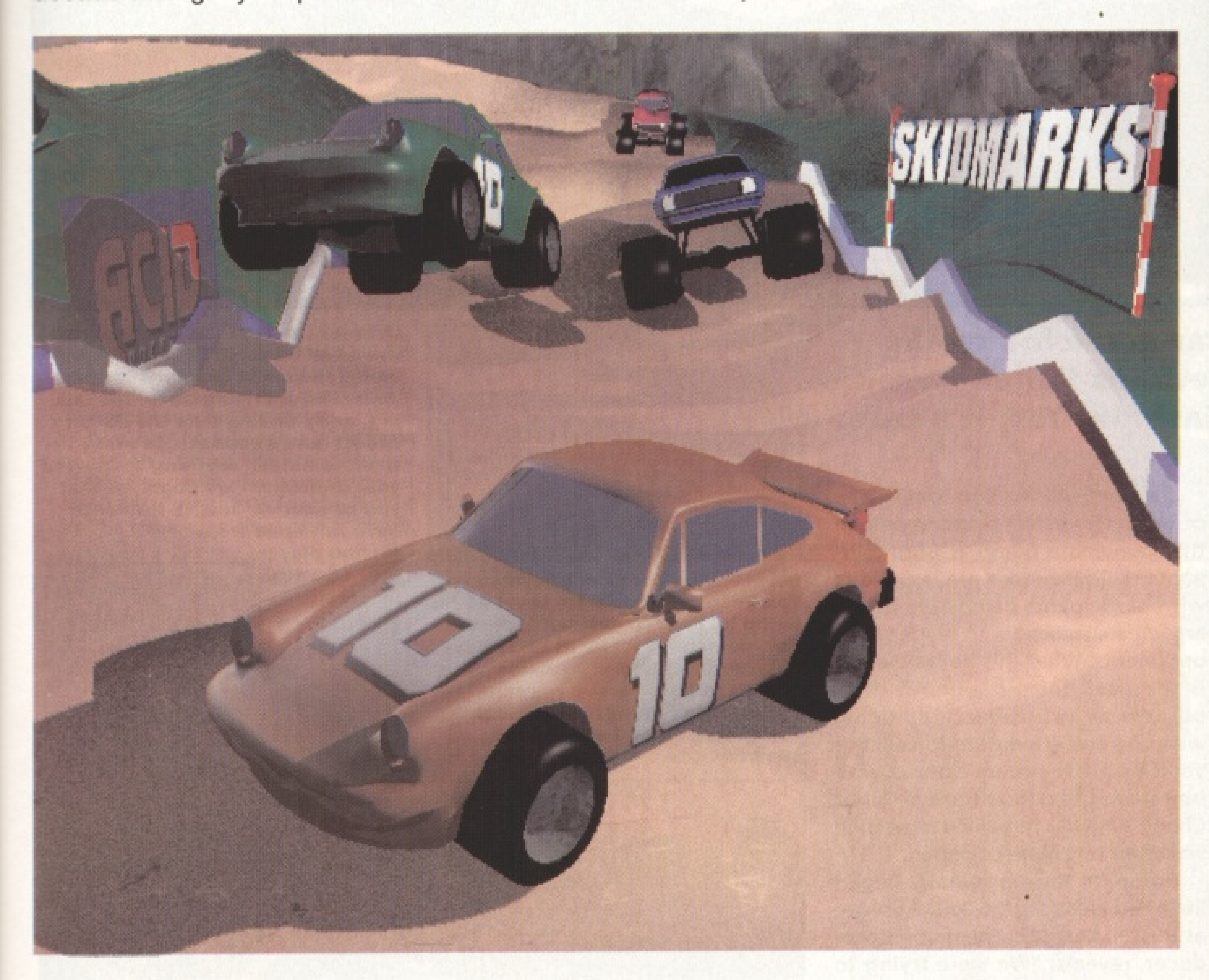


SNIGGER SNIGGER?

What's so bloody funny? The game is called SkidMarks, what's wrong with you poms? Not only has every Amiga magazine devoted columns of childish schoolboy humour when reviewing the game, they seem to have missed the point. The point is that SkidMarks is a communications revolution just waiting to happen!

With a 2400 baud modem, registered SkidMarks racers will be able to compete in our national championship. Over the next few months we are fine tuning the comms code and polishing another 12 competetion tracks to kick the championships off this June.

And if you haven't already got yourself a copy of the racingest, chasingest, car game of the decade then get your pedal to the metal and race down to your software shop now!



"A milestone in Amiga games. One of the most playable racers ever... If future BlitzBASIC games are as good as this one, we are going to see the Amiga and CD-32 become the games machine of the decade... SkidMarks is for Car Racing what Kick Off was to Football."
CU AMIGA SCREENSTAR (92%)

"An immensely satisfying experience akin to peeling those stringy white bits off tangerines... SkidMarks is without doubt the best racing game I have ever played outside of an arcade"
AMIGA ACTION ACCOLADE (90%)

"A no nonsense, adrenalin-pumping racer. SkidMarks is beautifully simple to play. Like SensiSoccer, this is a timeless two-player game which is likely to be dragged out of your collection time and time again."
THE ONE (88%)

"It bring's out those primal competitive urges, better than running around in woods naked and banging on big drums. It's packaged playability, it's canned competetion. It is great!"
FORMAT GOLD (90%)



Acid Software
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BLITZ NEWS

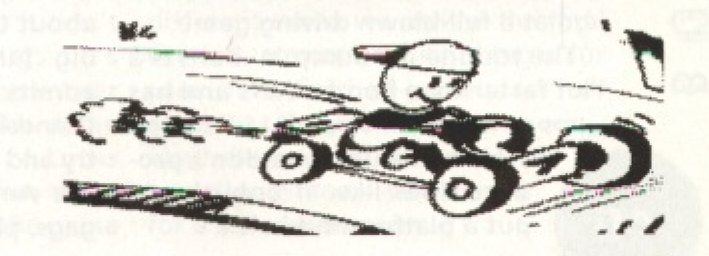
New AGA support is now available for Blitz2. All the enhanced display capabilities of the AGA chipset have been made available to Blitz2 programmers including 24 bit colour control, 256 colour screens, super hires horizontal scrolling, 64 pixel wide sprites and more.

New GadTools support offers the applications programmer access to 12 new gadget types including sliders, scrollers, listviews and palette gadgets. New ASL support allows the opening of Screen, Font and File Requesters in single commands.

Currently under development for release in subsequent BUM issues (Blitz User Magazines) are:

* Developers-Pack for creating Blitz2 user extensions
* GadTools design utility
* CD32 specific command library
* Highspeed animation language
* Rerelease of Blitz2 3D
* 68020 optimized libraries

If you're programming the Amiga and haven't taken a serious look at the fastest growing language in the industry then do so now!



BURN, BA



Grandslam's fantastic car game looks like it'll be wheel-y good, reckons Simon Byron in his typical crap gag fashion. Yes, it's true.

Imagine a racing game which has the emphasis purely on fun. Now picture a driving extravaganza with comical characters, additional weapons and breath-taking 3D routines. Finally, consider a game with varied terrains and driving conditions, all wrapped up in some of the most intuitive gameplay around. Done all that? Good — you've just been thinking of Super Mario Kart on the SNES. Damn.

But if I repeated the same instructions this May, the title you'd end up with would be Bump 'n' Burn, Grandslam's attempt to 'do' a Mario Kart on the Amiga. It's being coded by Pieter Opdam, the programmer behind Borobodur, which older readers will remember for the way it combined a stunning 3D driving section with distinctly average platform antics, resulting in atedious, if attractive, gaming experience.

"A comment that kept popping up in magazine reviews of Borobodur was 'If only they'd stuck with the 3D bit...', confesses Pieter, "so after generating a 3D routine for a project called Fort Kuwait [which has since been shelved], I decided to have a go at a full-blown driving game.

"The routine for Bump 'n' Burn is a lot faster than Borobodur's and has more detail on-screen. I just hope reviews of this game don't produce lines like 'If only they'd put a platform bit in it'!"

The game allows you to pick one of seven characters and compete in the eponymous Bump 'n' Burn tournament. These races are lax affairs with participants being able to use any means available to hinder their opponents. What this boils down to is the need for out-and-out deviousness as you collect additional weapons and attempt to force other vehicles off the road. Your overall objective is to defeat the evil Count Chaos, who has remained champion since the tournament began.

Bump 'n' Burn originally began life as an idea for a potential licence as Russell Kerrison, the game's producer, reveals: "We were trying to get hold of a licence and had already began work on the characters, but we soon decided that the 3D engine Pieter had created was so strong the game could stand up on its own. I think the game works better now because we're not restricted by contracts and licences."

> **"We don't think this kind of game has been done that well on the Amiga, and we're going to put that right."**
>
> **Steve Sargent, Grandslam.**

The development team behind this stylish racer make no bones about their inspirations. "We're all big fans of Super Mario Kart," admits Steve Sargent, one of the Grandslam posse, "so we decided to try and do a similar kind of game on the Amiga. We wanted loads of gags, plenty of stupid weapons and lots of hilarious animations. We don't think this kind of game has been done that well on the Amiga, and we're going to put that right."

(Above) Hey, guess what everybody? Yes, There's a special Ice Level within Bump 'n' Burn so you can expect — nay, demand — all kinds of inertia-induced tomfoolery. Roadside objects such as these snowmen ensure that the route never looks too sparse, as well as providing something to crash into.

(Above) The Bump 'n' Burn tournament can be played in two ways; by being an honest chap and letting your skillful driving do all the talking, or by driving over the stars to collect new weapons and using them to hinder anything in front of you. Grandslam are adamant that you can decide how to race and have refrained from forcing players into a particular racing style.

So what makes the game so special? "There has never been a cute driving game like Bump 'n' Burn," thinks Pieter, "which is what makes it that bit different. The amount of roadside objects being displayed gives it a unique graphical feel and there are loads of different traps and hazards in every single level."

However, the team may have been a bit optimistic when they set out to create a perfect Mario Kart clone, as Russell reveals. "Because the Amiga has no equivalent of the SNES' dedicated sprite-scaling chip, there's no way we can do a proper Mario Kart game.

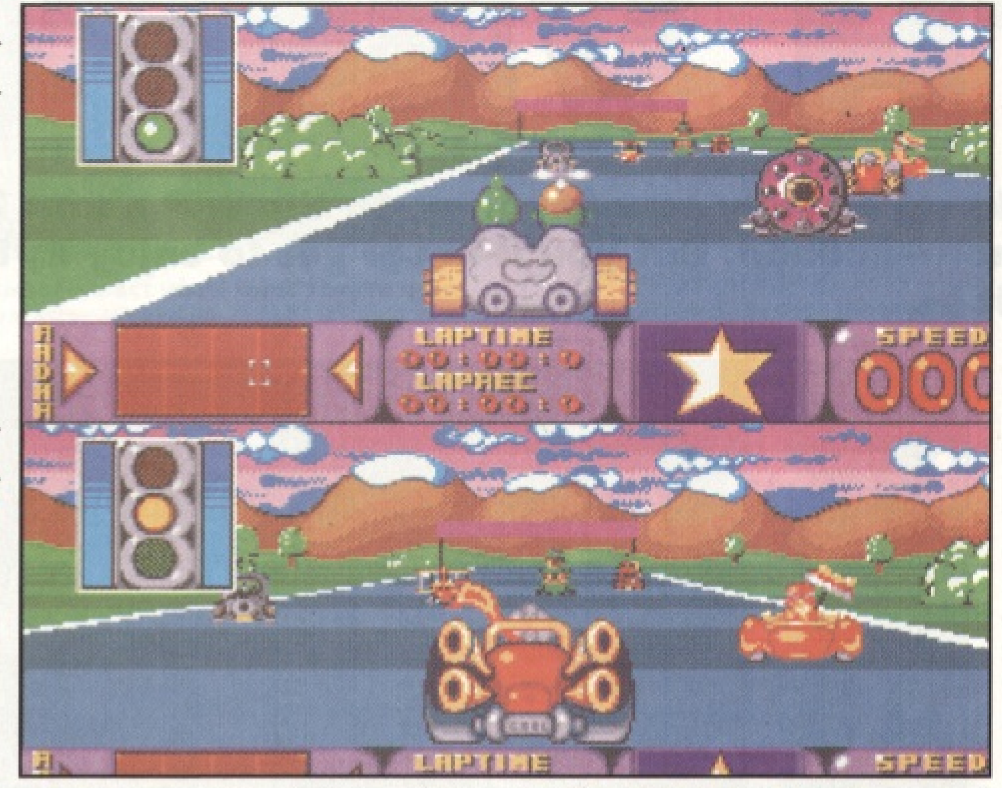
"The SNES game allowed you to virtually roam where you wanted to, and would have no problems with working out exactly where you were and keeping the screen update consistently fast. Unfortunately, doing this on an Amiga — to the extent it's been done on the SNES — is virtually impossible."

Once the team had realised the limitations they were working with, they quickly set about re-evaluating the features they could include in Bump 'n' Burn.

"What we've done is taken what we consider to be the best elements of Mario Kart — the characters, the weapons system, that kind of thing — and adapted them into something that can be implemented on

ABY, BURN!

PROJECT: Bump 'n' Burn
PUBLISHER: Grandslam
DEVELOPER: Pieter Opdam (programming & graphics); Renier Van Vliet (music); Russell Kerrison (producer & game design); Paul Chamberlain (production controller).
INITIATED: March 1993
RELEASE: May 1994



(Right) When two players enter the Bump 'n' Burn tournament, the screen divides into two equal areas portraying both player's actions simultaneously. You can opt to form an all-conquering alliance and wipe the floor with the opposition, or fight each other just for the hell of it. The choice, as they say, is yours.



"We've kept the same wacky style we originally intended. We spent a long time looking at cartoons to work out what makes a character 'work' and I think the amount of research we did has paid off," smiles Russell. "The original graphics, about three or four levels, were created by Pieter, but everybody at Grandslam has given ideas and suggestions."

the Amiga," says Russell. "So we've got loads of different races, hidden tracks and plenty of bonus features."

An important aspect of any driving game is the speed of the screen update. After all, it's no use making a racer look as realistic as possible if the road scrolls by at one frame per minute, is there? Oh no.

So you'll be pleased to know that even with the amount of detail Bump 'n' Burn displays, it still shifts at a blistering pace — so much so that Grandslam have deliberately slowed the game down.

"The speed of Bump 'n' Burn is something that all the guys here have mentioned and we're definately going to slow it down a bit," states Russell. "Not to Buggy Boy's speed, but something more much playable. However, I want to include the full-speed version so that if you manage to complete the game you'll get to race over all the tracks again but a lot faster. A lot of American games do this, but not too many English ones."



"I'm pretty pleased with the way the Futuristic level plays," offers Pieter. "There's a complete lack of gravity so your car bounces all over the place, making this race totally different to all the others. It took a bit of time getting all the parallax working properly, but it was worth it."

Pieter is optimistic about his obvious talent and finds it hard to explain exactly how he managed to create such a speedy 3D routine. "I don't know how I did it," he shrugs. "It's currently updating at 25 frames per second, which is about the same speed as the first couple of Lotus games, but Bump 'n' Burn has more background objects. When the game is being played by two players, there is a slight slow-down but I'm hoping to optimise the code to negate this."

Ah yes, the two-player mode. Like all decent arcade racers, Bump 'n' Burn will allow your mates to join in for some split-screen action. When there is only one player participating, you can select either a full-screen display or one which shows the map of the course so you can be forewarned of any hazardous corners or tricky sections containing damaging obstacles.

Although the game is graphically comparable to one of the Lotus games, it actually plays a lot differently. In fact, elements from Powerdrift, Outrun, Buggy Boy and, of course, Mario Kart are all apparent, forcing the player to constantly adjust his tactics in order to stay one step ahead of the chasing pack.

"With something like Lotus, you're basically overtaking and racing against the clock," reckons Russell, "but Bump and Burn's more about bashing the other vehicles around and collecting additional weapons. Some of the levels will be a bit like Outrun in so much as you'll need to reach checkpoints within a certain time in order to continue play; others will be simply completing the required number of laps within the fastest time. It's a real mix of gaming styles."

All the features the game contains are a result of lengthy brainstorming sessions by everyone involved with Bump 'n' Burn, as Pieter details: "I sat down at the start of last year with all guys from Grandslam and thrashed out a storyline for Bump 'n' Burn. As we chatted, people kept chipping in with ideas for new features which we discussed and evaluated. Any good ones which were technically possible have made it into the game."

At the moment, the game is in a state of flux as new features are added and the gameplay tweaked. Certain things like the position of the information on-screen and the way weapons are collected are being constantly altered, so don't be surprised if the game looks slightly different when we review the final version. However, one thing's for sure: if the finished game plays half as well as the preview version we saw, Grandslam are onto a sure-fire winner. Watch out for a full review soon.



VICTORIES WITH VECTORS

Matt Broughton thinks up a really amusing intro to the WIP about Psygnosis's sequel to the popular oldy Armour-geddon. But you'll never get to enjoy it, because he couldn't be bothered to type it in.

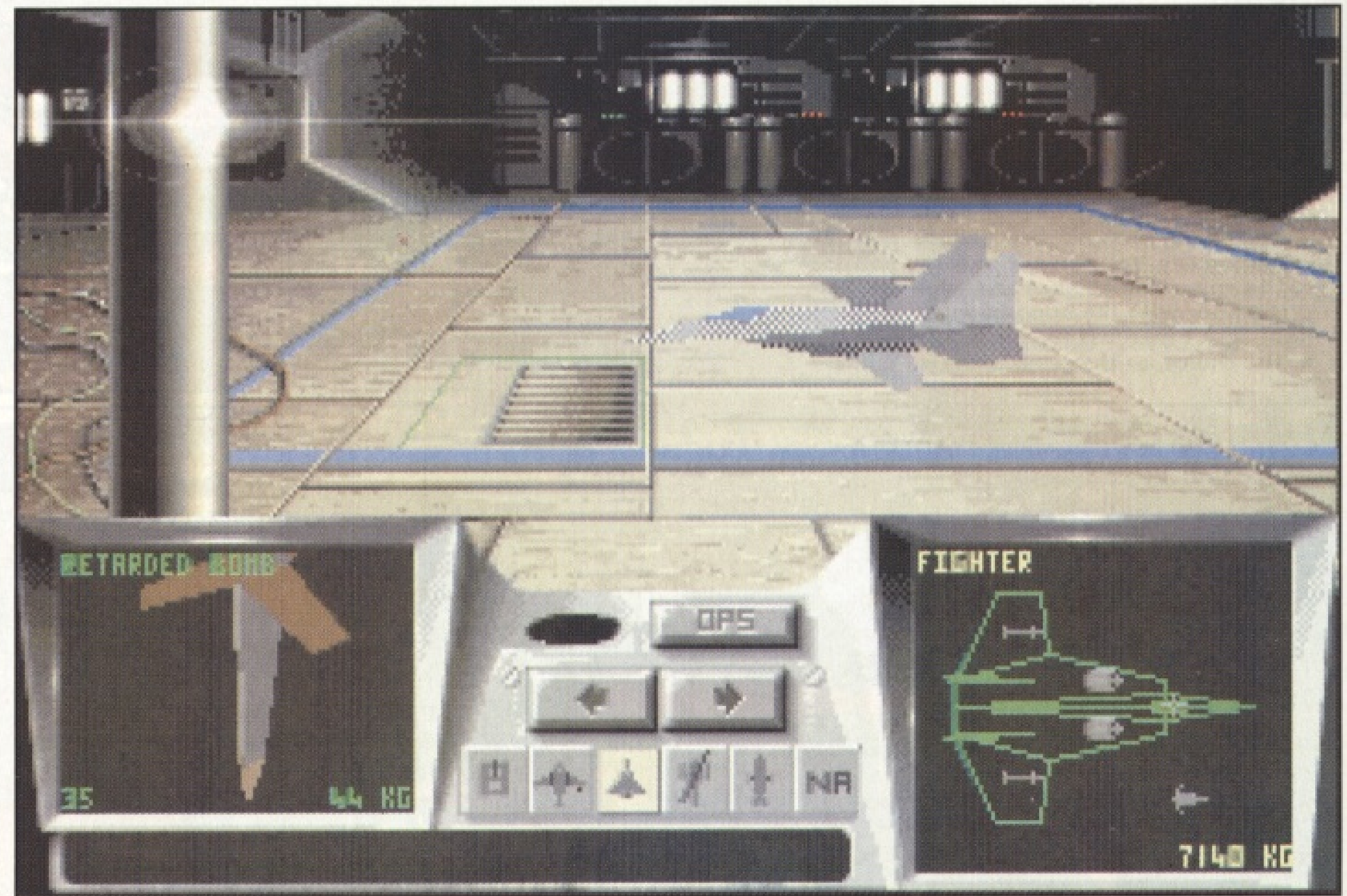
Sequels are dangerous things. If the original was brilliant people are just dying to attack the follow-up, and if the original was crap people won't even consider looking at the follow-up. What's a guy to do? Well, probably the best thing is to just not worry about the consequences and produce the best game you can — which is exactly what Psygnosis is attempting with Armourgeddon 2.

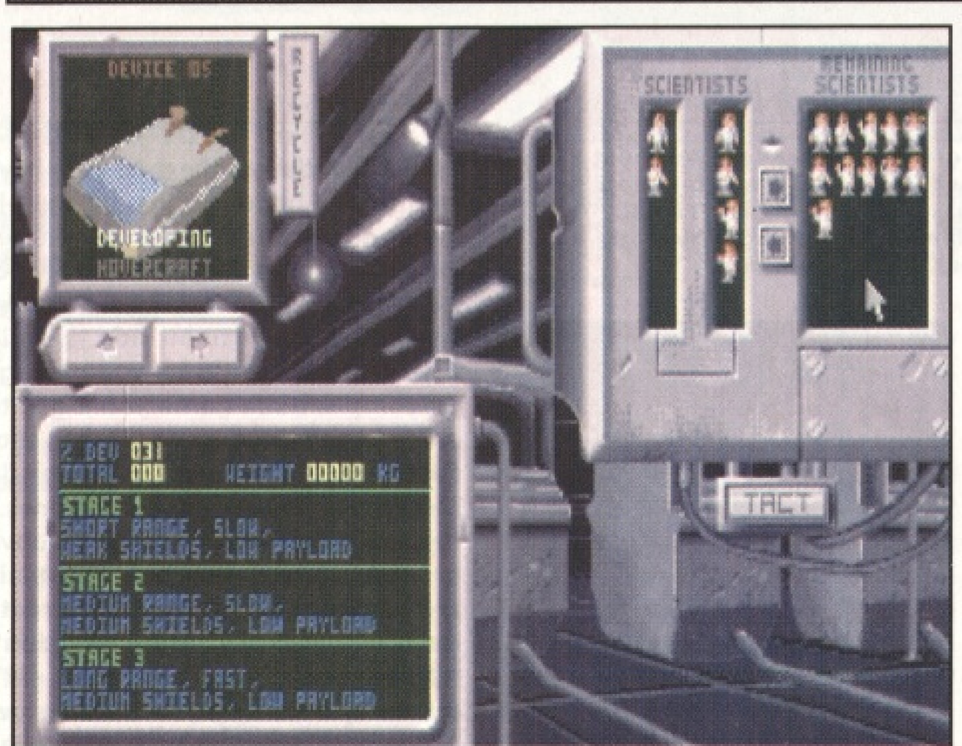
The original Armourgeddon is a few years old now but is still remembered fondly by lovers of strategy/action games. It was one of the first games where you could plan major military offensives, and then hop at will into any of the battling vehicles and take an active part yourself. It was also an interesting game technically, rendering the battle zones with impressively speedy vector graphics.

Paul Hunter was part of the two-man team that produced the original, and was thus an obvious candidate to work on the sequel. Most of A2's game design was due to Paul. "I was down at Psygnosis for a while asking some of the games testers if they had any ideas for improvements," he says, "but there's basically only one other guy [Nick Burcombe] who helped with the game design."

The original Armourgeddon sold reasonably well, something that Paul reckons was mostly due to the fact that it was probably the first vector game that allowed you to control more than one type of combat vehicle at once. However, when gameplay criticisms came through from America, it was decided to produce an upgraded version — a sort of Amourgeddon V1.1.

"I worked on producing an upgraded version for about three months," says Paul. "But because the specification was constantly changing so much, Psygnosis then decided to go for a full rewrite. I've been working on it now for about eighteen months, though I have been doing other things during that time."



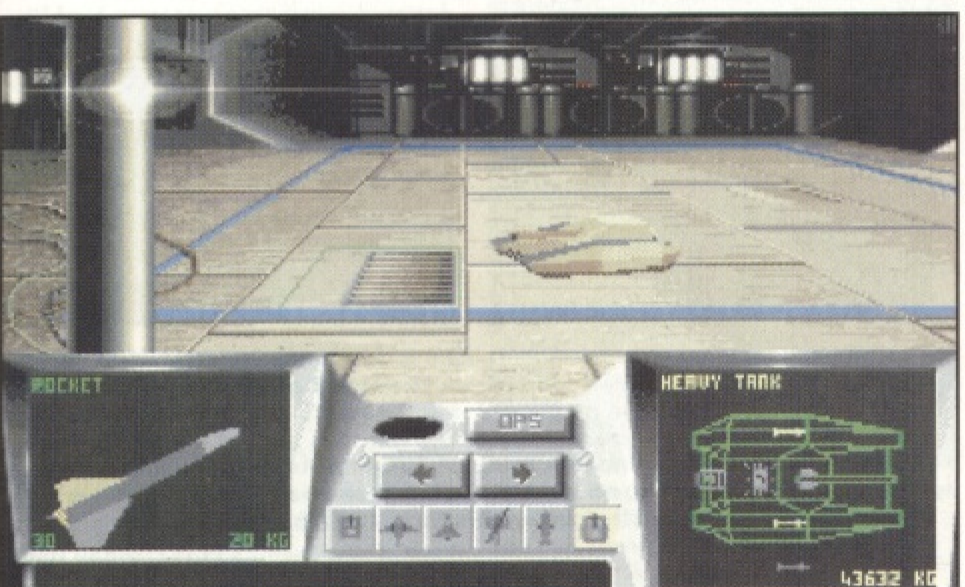


You need to be constantly developing and manufacturing vehicles to add to the war effort, and here's where you do it. You have a finite number of scientist that can be allocated to various tasks and, fairly obviously, the more on one team, the faster that project will come to fruition.

(Above) One of the first things to be done in any game of this genre is, of course, to build up some awesome squads of aggressive units. From here you can select what vehicle types you want in your 'team' as well as arm them in any way you see fit. You have pretty much free range as far as weapon selection goes, but you'll need to keep your R&D department well funded if you want to maintain decent supplies of weapons and units.

At the time of writing, there's literally a few weeks of work left on A2, mainly hunting out the last few bugs and tweaking the gameplay to get it 'just right'.

"The main problem has been trying to get the thing to run with the operating system still intact so that you can install it to hard drive and things like that," comments Paul. "I've also had quite a few problems



(Above) Look at those brilliant graphics! I expect you'll think they're even better when you get to see a fully-operational version.



It's not all 3D, you know. You can step back from the world of vectors if you feel more comfortable with good old 2D, and use the various tactical and statistical data to plan your campaign. The overall map area in Armourgeddon 2 is roughly ten times larger than that of its predecessor.

PROJECT: Armourgeddon

PUBLISHER: Psygnosis

DEVELOPER: In-house: Steve Riding (project manager); Paul Hunter (game design & programming); A. Ingram, S. Osypanka & M. Edmundson (graphic design); Nick Burcombe (additional game design)

INITIATED: Autumn 1992

RELEASE: March 1994

with the Amiga 4040s, and still have in fact. I don't know what it is about that machine, but it just doesn't want to run the game properly. Luckily, I don't think there are many 4040s around. The market really demands that you go for the big numbers, which means that it's got to run acceptably on an A500 really — if it doesn't, it's just going to kill the sales."

Though Paul has obviously picked up some new techniques since the original was written, the logic behind the programming has remained much the same.

"I can't say for definite that there isn't any of the original code in there, but I've totally rewritten the 3D engine and virtually everything else really," says Paul. "The polygons in the original were all drawn purely by main processor, whereas now I've employed the Blitter instead. The techniques for clipping polygons still use the same algorithms as the original, even though the actual code has been rewritten to try to optimise it."

As far as the game concept goes, Paul really wanted to make the sequel more mission-based than the original was, as well as improving the overall speed and making the game larger.

"The original game wasn't too bad on the ST," admits Paul, "but what with it being a conversion onto the Amiga it was sort of 'thrown together' and was quite slow really. It's not gone quite as well as I wanted it to in the 'missions-based' respect, so now there's only effectively two categories of missions — you're ultimately always going to capture something or destroy something. Some missions will say that you have to go through a building to capture people, but effectively you're just capturing that base."

"You'll initially be given just one mission, but as that's completed you'll be given further information about the next. Quite often you'll have two missions on the go at once, and though some are critical to the completion of the game others are more auxiliary.

"You can, in fact, complete missions without knowing it, because if you happen to destroy a particular base while you're moving around, it may turn out to be a later mission in itself. When you actually get to where that mission would have been, you'll be told that it's completed already. I think there's about 20 missions in all, some being simple like capturing a base, with other more involved tasks that might require you to destroy three installations within 20 kilometres of a set area."

The number of vehicles at the players disposal in A2 has been kept the same as the original, but the map size for the game is about ten times larger. The number of 3D objects that can be physically active in the game is about 130, and because of the way the game plays you'd have to be a phenomenal pilot to have more than two craft under your control at once anyway! So how necessary are the various vehicles to the gameplay?

"I would say that half the vehicles are just in there for you to mess around in," says Paul. "To complete the game you could easily get away with using the fighter, bomber and heavy tank or something like that. Most of the weapons are quite useful though.

"It's only really over the last few weeks that I've started playing it and realising that there are certain weapons that might be less efficient killing-wise, but the fact that you can manufacture them a lot quicker and fire a lot more of them at once means that they're quite useful for hitting ground installations and that kind of thing. I'd say that about 90% of the stuff is really useful. Most of the things in there are good fun to mess around with, though."

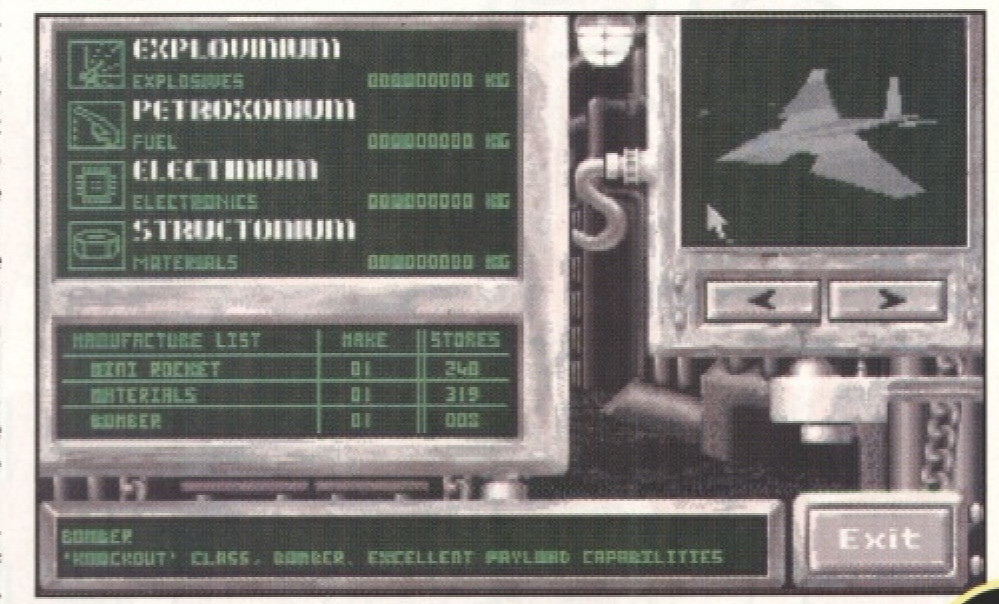
As far as fitting it all in goes, Paul's pretty happy with the way things have turned out, with the only real missing element being the inclusion of graduated horizons that the original spec called for.

"It's just a problem trying to get the palettes set up so that you've got enough various shades of blue — we were really limited, so it didn't end up going in. Having to program it on a low denomination machine is a bad thing, because I'd have liked to have done it on an A1200 using the AGA chipset or a nice 256 colours.

"I think that the Amiga processor is a little bit underpowered, even the A1200, because we write things on the 486 PC and you see how fast things are, and then convert it and think 'God, what am I doing on an Amiga?' It's quite difficult to say what bits of the program I'm particularly proud of because I've been on the project so long — I'm quite fed up with it now! I'm pleased with the speed; I don't think I could have got it any faster without researching how to do 3D techniques from scratch!"

And are there any plans for an A1200 specific version? "I don't think so. Mind you, if Psygnosis wanted to pay me to do it..."

Programmers, huh? Can't live with 'em, er, can't live with 'em. I don't think.



Obviously not quite as visually impressive as some of the other shots on the page but I bet this screen is useful nonetheless.

PROJECT: Pinkie
PUBLISHER: Millennium
DEVELOPER: Data Design: Stewart Green (game design); Scott Williams (game design & programming); John Court (graphics); Darren Wood (sound).
INITIATED: January 1993
RELEASE: March 1994

TICKLED PINK

Not satisfied with James Pond, Millennium create yet another 'lovable cutesy character'. Matt Broughton reports live from Cambridge on the game that people are already calling 'Pinkie'.

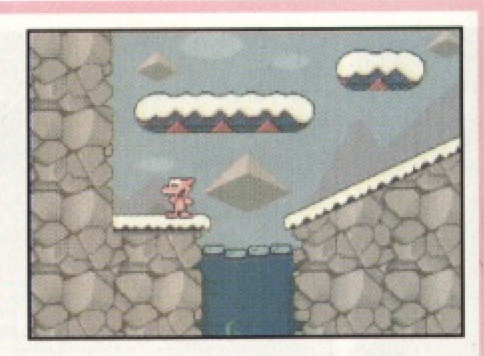
I'm not going to beat around the bush with a clever and 'amusing' intro because, to be quite frank, I've got tons to tell you and not much space to do it in.

So let's just assume that I was incredibly funny and get down to business. Okay. In Pinkie, the new game from Millennium, the eponymous cute character wants to save the dinosaurs and so must collect the dino eggs that are scattered over the puzzle- and platform-heavy levels. To help him do this he's equipped with an bizarre spacecar-type thing, with which he can perform all sorts of weird and wonderful manouevres.

Pinkie may have a similar 'cuteness' to, say, James Pond, but he didn't start out that way — and if you don't believe me, take a look at some of the early character designs shown elsewhere in this Work In Progress. One of the men responsible for Pinkie's appearance is Data Design's boss, Stuart Green.

"Pinkie himself and the overall game design was created by myself and Scott Williams [designer and programmer of Krusty's Super Fun House]," says Stuart. "We've been friends for years and have worked on a number of projects together. We sat down and thought about what we liked in different games and decided that we wanted to make a game that was as playable as Mario, with little puzzles and everything in there, but also wanted it to be a bit different graphically — so we thought up the character Pinkie."

As the concept evolved, so did Pinkie's appearance, which was continually modified throughout the game's development. Over a period of six months, more and more little touches were added, from different legs and arms to shifting his eyes around his face, until the team eventually ended up with the Pinkie that they have now.



Though the awsome power of screenshots doesn't quite stretch to showing you the full-screen animation, the effect of all this pulsing stuff is strange to say the least (and you'll have to take my word on that). In contrast, the general look of the game is that of a peaceful and distinctly pastel land — not forgetting a snow level in there somewhere. With slippery platforms, no doubt? Just in case you're wondering, yes, Pinkie always has this silly look on his face. Just like David.

> **"The whole idea with the baddies is that they should cause you problems, not kill you."**
>
> Stuart Green, Pinkie's co-creator.

Stuart explains the original thoughts behind Pinkie's character and the game as a whole: "All we really knew was that we wanted something a bit different, but then we got this idea for a game with opposites. So we came up with the Pinkie's spacecar. It's a really strong and powerful and hard vehicle, but as soon as you get out of the ship you [i.e. Pinkie] are extremely vulnerable.

"To make the main character weaker, we made him pink because we thought that it looked very vulnerable. We also wanted to make him big and bubbly — not hard and armoured — and so gave him big eyes to add a cute element."

Because of this idea of vulnerability, Pinkie himself is relatively limited as far as abilities go but, as already mentioned, his vehicle is meant to be exactly the opposite. With this in mind, the team went to town designing his super-car.

"The first main idea we had was for an armour-plated vehicle which would be extremely tough, but we definitely wanted a gadget ship. We wanted something that was a bit more than just a square sprite, so we made it so that there are gadgets flipping up and popping out of the vehicle. It meant that it was much more exciting and had more going on."

The car boasts a veritable feast of toys, being able to fly on helicopter blades, roll on wheels, punch with a huge boxing glove, swim with flippers and so on... and so on... "We ended up getting quite carried away," admits Stuart, "and we've still got a lot more ideas for it. Luckily, Millennium has agreed to do a Pinkie 2, so a lot of those ideas will be carried over to that project."

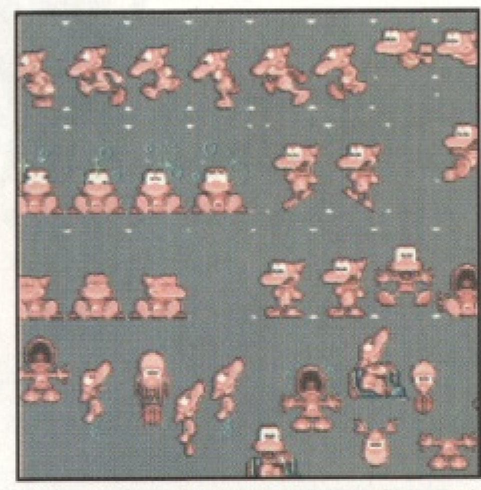
It actually got to a point where the team realised that there were too many options. As the levels were designed and puzzles were put in, they noticed that if they put in helicopter blades Pinkie would be able to go just about anywhere and bypass most of the puzzles. So they decided that it would be nicer to limit what the player could do.

"Most games don't have the variety of moves that this does, and we decided that if you put in a hundred, then putting in two hundred doesn't make the game any better — they just become 'another move'. So we limited the number we put in there, just for design's sake — not because of memory."

On the subject of memory, Data Design have broken the mould of our WIPs by being one of the few companies that doesn't have tales of woe regarding lack of memory. How? Why!?

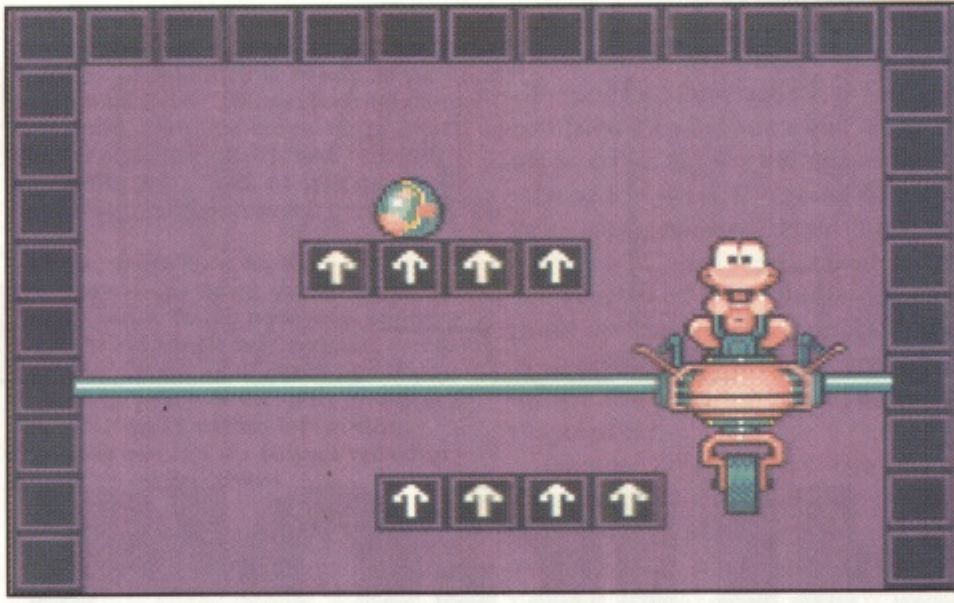
"Data Design has been going seven years [Scott's been going five] and we've done about twenty programs so far. As a result, there are a lot of techniques we've picked up. We squashed Robocod onto the Commodore 64 — all the levels and everything — and we still managed to fit it into that machine's 64K memory, so we're very used to compression routines. All the graphics have also been designed to be compressed down easily."

Although the game is being written concurrently for five different machines, it's being developed primarily on the Amiga. Even though Data Design realise that the consoles are where the bigger sales are, they find the Amiga a more accessible machine and easier to write on. This cross-format progamming not only leads to a console-ish 'way of thinking' but it also gave the team some interesting ideas.


(Above) There's an unspoken law that says you can't have a WIP without a shot of some of the animation frames, so here it is.

"The game's designed to be very console-orientated, in the sense that it's not a 'go out and shoot everything, kill everything' game," says Stuart. "Nothing dies in the game; if you jump on something's head, it falls asleep and wakes up later. The whole idea with the baddies is that they should cause you problems, not kill you.

"One thing we did decide was that with so many games having enemies that moved in a very fixed, illogical way we wanted to have one main alien on a level that did a lot of things intelligently, rather than have twenty or so just moving left and right."


As mentioned, Pinkie's little car is more than versatile — even Chitty Chitty Bang Bang would get a complex next to this thing. One of its many features is the ability to rise vertically on a stilt, and then put out 'arms' to grab onto side blocks. This allows Pinkie to park his car and get out at higher levels.

One of Stuart's favourite console-inspired features is an alien level where the entire background animates like a pulsating blood vessel. This was achieved using a different method of printing the screen, where the whole display is treated like a grid of blocks which is constantly updated.

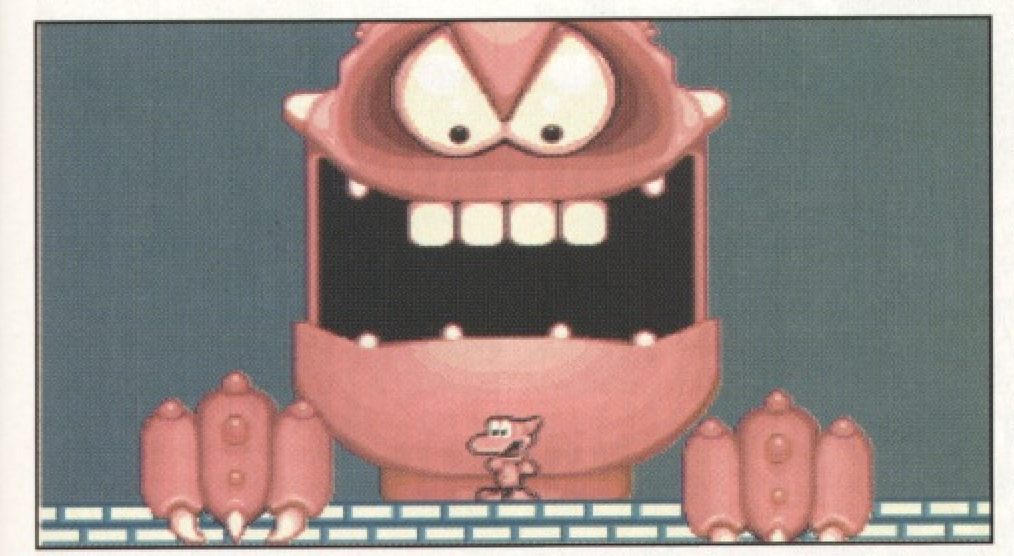
That said, for the most part the game has more basic backgrounds than we're used to on the Amiga nowadays, but there is a reason for this, as Stuart explains: "The game is more plain-looking than usual because we started putting a lot of detail in, but then when we started going round and showing people they liked it looking more simple and pastel — they liked the fact that the mountains had flat colours and rounded edges."

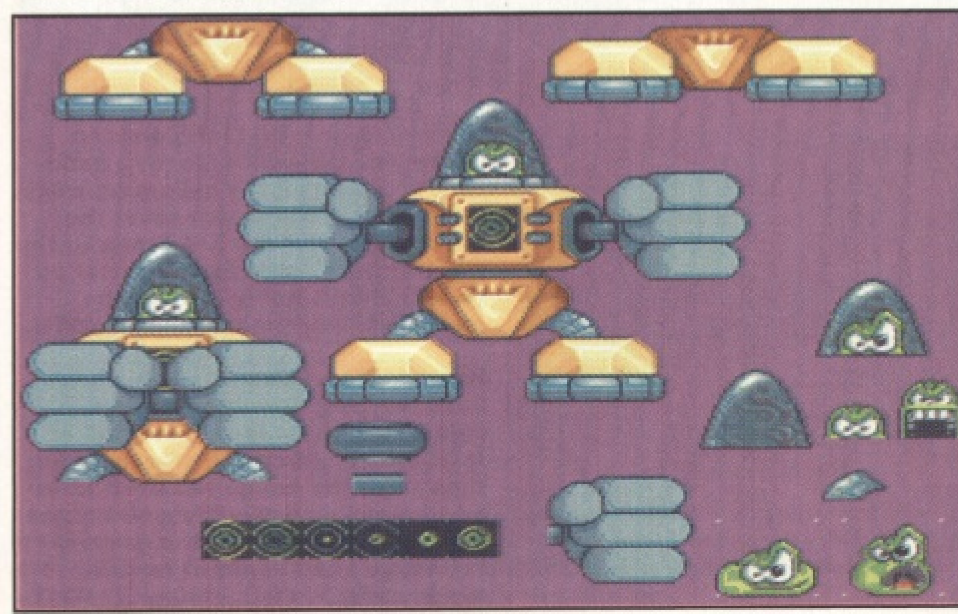
By avoiding complicated backgrounds and parallax effects, the team were also able to concentrate on other areas of the graphics. "The game could be faster," admits Stuart. "It's not an arcade game that whizzes along at fifty frames a second with the fastest, smoothest parallax ever. Yes, we've lost the parallax, but that allows us to have 32 colours on-screen at once, rather than just 16, and when you see things like all the background animating completely, the effect looks a lot different to any of the normal things you're used to seeing."

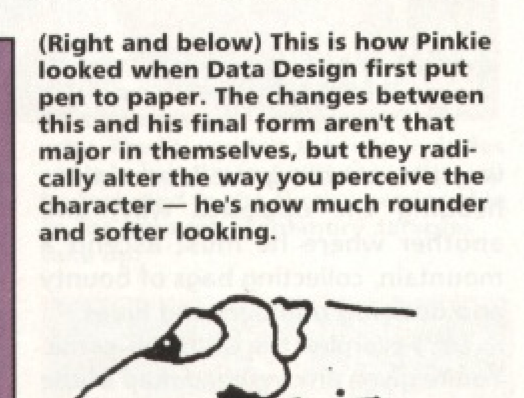
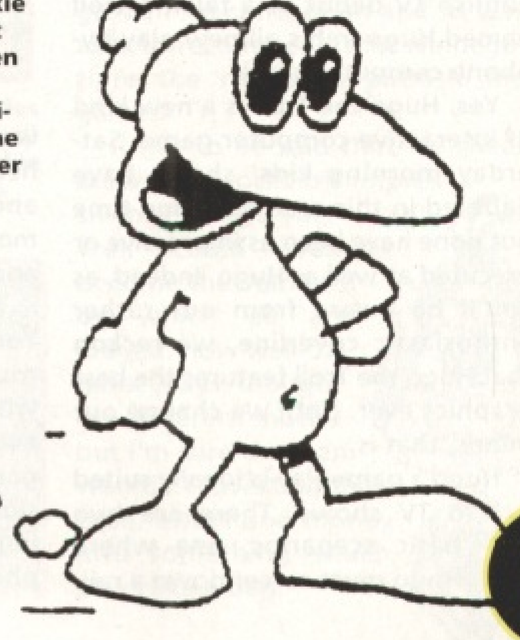
The CD32 version also looks to be something special, with thirty tunes already written along with a host of cartoony sound effects to boot. The team are hoping that most of this will fit onto the floppy version, but are looking forward to the extras that will be possible on the CD.

"We're having some more cartoon animations done for the CD32 version. With CD, most people are going for extra colours, but we're going for 16-colour spot animations that will be scattered throughout the game, so that when you fly to a new planet there's actually a cartoon showing you on the journey, or when you meet an end-of-level guardian you'll get a cartoon of Pinkie coming face-to-face with the baddy."

What guardians? You mean, I haven't mentioned the ones that are up to five screens high? Well, you know what it's like. So much to tell and so little room!


Data Design wanted to include the sort of end-of-level guardians that would make people go WOW! It seems normal to include baddies that are just four sprites high by four sprites wide, but DD wanted to go one step better (well, several steps better really) by making their nasties anything from a screen to five screens big. WOW! (See? It worked.)





(Right and below) This is how Pinkie looked when Data Design first put pen to paper. The changes between this and his final form aren't that major in themselves, but they radically alter the way you perceive the character — he's now much rounder and softer looking.



HALT, HUGO'S THERE!

Phew crikey! The star of TV's What's Up Doc? is set to make his Amiga debut. Simon Byron takes a look at the Pat Sharp Simulator... (Er, you've got it all wrong... — Dave).

PROJECT: Hugo the Troll
PUBLISHER: Supervision
DEVELOPER: Interactive Television Entertainment
INITIATED: November 1993
RELEASE: May 1994

I'm fed up with the way Simons are portrayed on TV, and Saturday morning's What's Up Doc? is the most guilty of all. That unfunny ugly guy with bits of bog roll stuck to his face really does take the biscuit. When will people realise that not all Simons house a spot epidemic and have an IQ less than their shoe size? They read too many computer games magazines, that's their trouble...

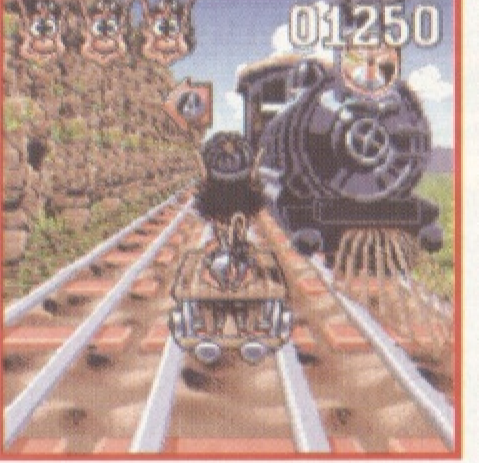
Anyway, if you ignore the inane Simon references, there are at least a couple of things worth tuning in to What's Up Doc? for. There's Batman: The Animated Series for starters, which is always pretty fab. And, if you've been paying attention recently, you will have witnessed the English TV debut of a talking troll named Hugo in his all-new play-by-phone computer game.

Yes, Hugo the Troll is a new kind of interactive computer game. Saturday morning kids' shows have dabbled in this area for some time but none have been as impressive or executed as well as Hugo. Indeed, as you'll be aware from our rather enthusiastic coverline, we reckon that Hugo the Troll features the best graphics ever. Until we change our minds, that is.

Hugo's gameplay is ideally suited to TV shows. There are two basic scenarios: one where Hugo must career down a railway line avoiding the locomotives heading the opposite way; and another where he must ascend a mountain, collecting bags of bounty and dodging boulders and holes.

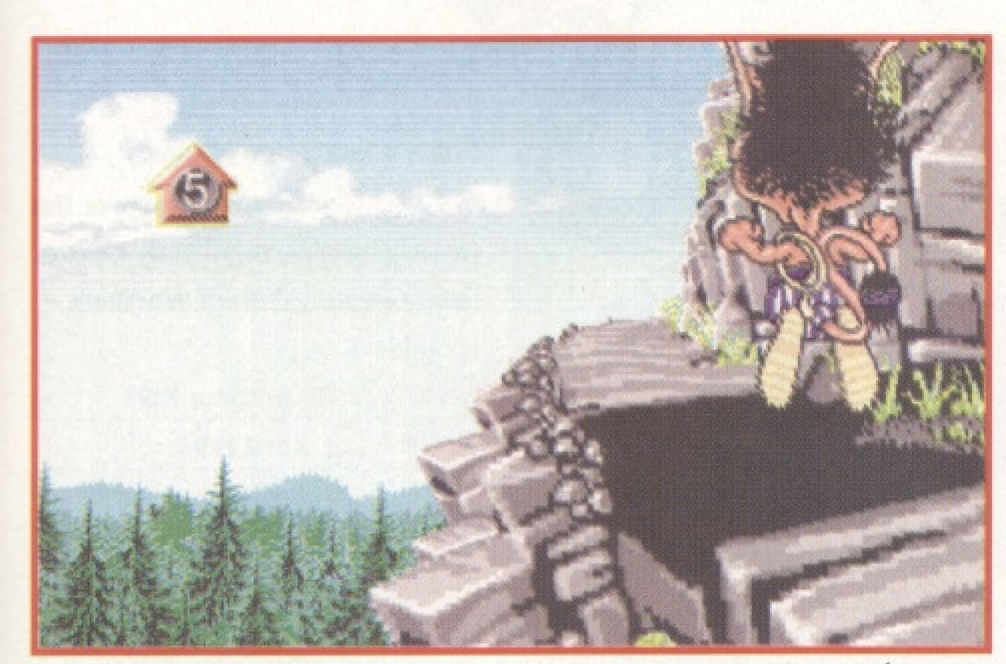
Let's examine the train sub-game. You're given an overhead map of the route ahead displaying positions where Hugo can switch tracks to avoid the on-coming trains. The game will indicate whenever a decision needs to be made and by pressing the relevant key pad on your phone, you can instruct Hugo to

(Above) Hugo's first mission is to journey to the mountain on a hand-cart, avoiding all the oncoming trains by switching tracks whenever the need arises. The overhead map to the right of the screen gives a better picture of what's going on, but the main display is the real crowd-puller.



(Left) "At least twenty people have been working on Hugo The Troll," reveals Bo, "as well as a number of freelancers." Blimey, it's been a long time since the Amiga has been treated to a game created by a team that big. But when you see the game in action, you can begin to realise exactly why.





(Left) It's unlikely that Hugo will make it onto the consoles due to the amount of memory it needs to run, as Bo explains: "The system we are currently using executes Hugo from RAM [sound painful!], and it takes up 64Mb to do this, so you can see that Hugo isn't for every computer!"

> **"We're not telling anyone how it works"**
>
> Bo Tuxen, ITE

travel exactly wherever you want.

Earlier on I mentioned that Hugo has only recently arrived in England. Bo Tuxen, the game's International Sales Manager, explains all: "Hugo started off in Denmark. He's been running on Danish TV twice every Friday since September 1990.

"My boss at the time was asked to look into whether or not a game could be run in a TV studio but controlled by a viewer over the phone. He then began contacting a few people who knew more about the way phones worked and it was decided that it was possible.

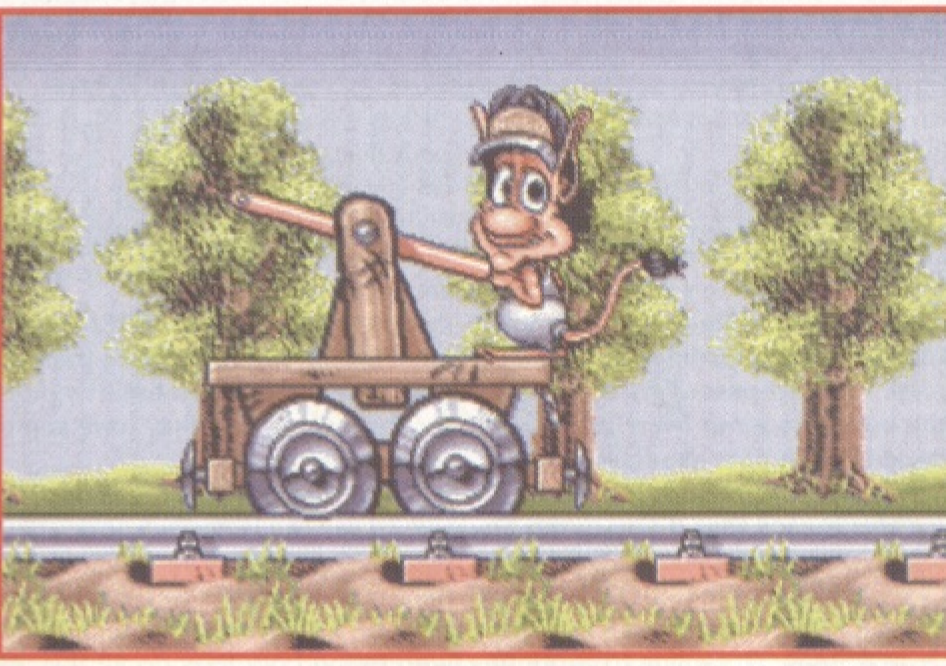
"The game we came up with was called Oswald, which was a success but not as big as we hoped. Oswald was a bear and he jumped around from iceflake to iceflake, avoiding enemies such as eskimos and whales. It wasn't a very advanced game, which is why I think it didn't catch on as well as we hoped.

"In the Summer of 1990, the TV company decided they wanted another game, so we sat down to design something totally revolutionary. And so Hugo was born."

The character was designed from scratch by the ITE team and has become so popular that in 1992 25% of the Spanish population tuned in to witness his antics, a viewing figure which has remained unsurpassed to this very day. Along with Britain, he's currently on air in France, Turkey, Finland, Sweden, Norway, Slovenia and America. And as from this month, viewers in Israel and Germany will be able to experience the phenomenon that is Hugo.

Of course the game's main pulling point is its breathtaking visuals. I know it's an over-used phrase, but static screenshots really don't do any justice, really they don't. I'd advise anyone to try and see the TV show if only for a demonstration of what they can expect when the game is released.

It may be worth pointing out that the TV version is running on ITE's custom-built computer called System 3000, but Bo is confident that the Amiga game will look virtually identical.



(Above) Hugo The Troll will come on either five or six disks, depending on how well the data can be compressed. The game will feature both the train scenario and the hillside game, and ITE will be looking into the possibility of releasing data disks at some stage in the future.

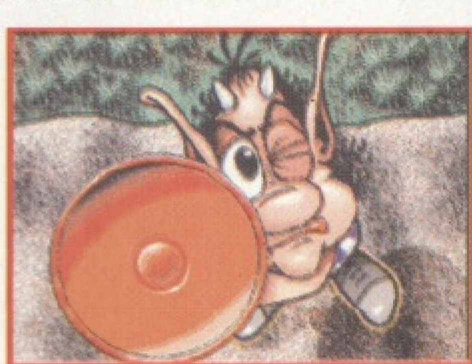
(Below) Once he's managed to reach the mountain, Hugo must travel this twisty path. Every now and again, a boulder or a hole will appear, necessitating some quick reactions if you intend to reach the top in one piece. The platforms to the left support bonuses but it's up to you whether or not to go for them.



"The graphics originated on the Amiga but the machine we're using to execute the program on TV is a specialist computer designed by ourselves. We've had to cut down the graphics slightly for the Amiga, but we're trying to keep the two versions almost identical. Obviously it isn't possible to make them exactly the same, but we're doing our best. All the huge 3D sprites will still be in there and the game will run only slightly slower than the version on TV."

When you consider that System 3000 costs $100,000 and is the size of a domestic fridge, minor differences between the two versions are suddenly more acceptable. "On a standard Amiga 500 it will be very good," adds Bo. "The only problem is there will be a lot of disk accessing, but if you have enough RAM the game will load directly into that and you won't have to wait around."

(Below) The team at ITE use the term 'cartoon-a-like' to describe Hugo's fantastic visuals, and you can see why. The TV version actually includes speech, but it's unlikely that this will be included in the floppy version due to the amount of memory samples take up.



Because Hugo only allows gamers to make decisions at specific points in the action, many will compare it to Dragon's Lair, a game often criticised for being too limited and too easy. The game displays your options on-screen and by pressing the relevant number on the keypad of your phone or computer, or moving the joystick in the appropriate direction, you can inform the program what you want Hugo to do.

Obviously this isn't the most impressive piece of jiggery-pokery when you're playing the game on your Amiga, but the technology needed to make this work is quite complicated. Well, I expect it is, because Bo wasn't revealing anything.

"That's our secret," he grins. "Our system translates the tones into some kind of on-screen action, but that's as much as I'm prepared to give away. Basically, we're not telling anyone how it works." Oooh, I was only trying to be interested.

The limited nature of the gameplay makes it easy for kids to play and ideal for play-by-phone challenges, but whether or not it will appeal to the older generation is still anybody's guess. However, if the commercial release is received as well as the TV version, the game will go down a right monster storm, whatever that means.

"If you look at the TV side, Hugo is just as popular with the older folks as he is with the kids," reckons Bo. "It depends a little bit on how he's presented. Some countries, like Britain, show the game during kids' programmes but in other countries he's on at 8 o'clock in the evening."

Supervision snapped up the rights to the Amiga version when they saw the game on foreign TV and will be publishing the game with a mid-price point in May. "I knew ITE years ago, even before they'd started work on the character," says Chris Stevens from out of Supervision. "I've seen the project grow from conception and so was able to recommend that we negotiate the rights to publish the game."

It has to be said that for sheer blow-your-socks-off impressiveness, Hugo The Troll could well become the standard by which all are judged. How well the game plays, though, is a different matter but I'm sure the team wouldn't invest all that time, effort and money into something which plays like a dog.

PEDAL TO THE METAL

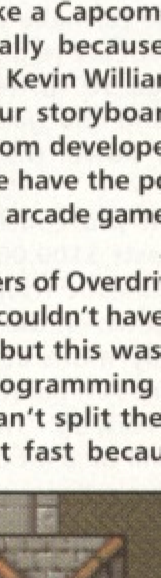
PROJECT: Turbo Trax
PUBLISHER: Daze
DEVELOPER: Arcane: Steve Iles (managing director); Andy Coates (programming); Mark Wortham (graphics).
INITIATED: Autumn 1993
RELEASE: April 1994

Matt Broughton has a small silver Vauxhall Cavalier. It doesn't work very well. But Arcane Software might just have the answer to his prayers...

For many people, Team 17's Overdrive was a major disappointment. In honesty, I was one of them. It's not generally the genre that I get extremely frothy about, but a certain budget game by the name of Nitro got me and a bunch of mates well and truly hooked a year or so ago, and since then we've waited, as have many others, for an all-singing, all-dancing 90's version. Overdrive was very nearly that game, but was hindered by a lack of variety and a frantic pace. Well, here come Arcane, a brand new software label, who think that they may just have the answer — Turbo Trax.

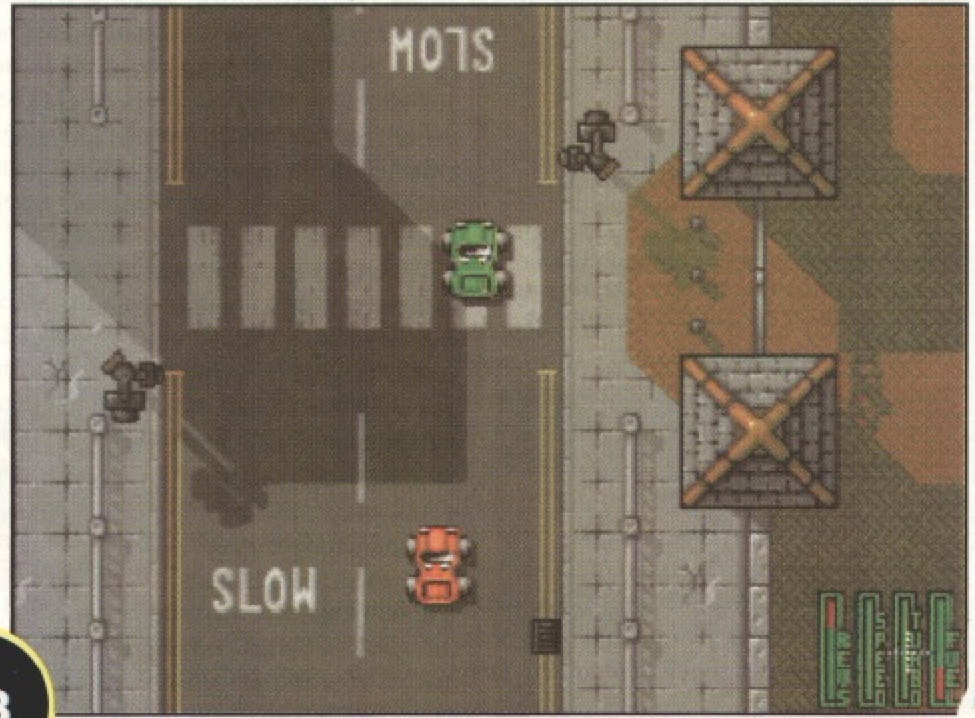
The game is billed as an arcade-quality, two-player, head-to-head racing game, with a trunk load of special features 'packed under the bonnet'. We know the format well, but Arcane promise the injection of atmosphere and playability that they feel Overdrive was missing. Steve Iles, Arcane's MD, speaks to The One:

"We wanted to do a top-down racing game, so we looked at Nitro, Micro Machines, Overdrive and even went back to the Spectrum and looked at old (but playable) games like Tranz Am. In all cases we thought 'What can we do to improve on playability?' I think Overdrive's graphics suffered from a lack of atmosphere because there was no shadow - everything was on the same level.



"We've tried to make this game look and feel like a Capcom arcade machine, basically because we've got a guy called Kevin Williams who does a lot of our storyboards and he's an ex-Capcom developer. With his ingenuity we have the power to do a really good arcade game on the Amiga."

Many reviewers of Overdrive were upset that they couldn't have a split-screen version, but this was due to the general programming stance that says you can't split the screen on a game that fast because you can't see what's coming up. Arcane's programmers did toy with a split-screen version of Turbo Trax but it became instantly unplayable. As a result, the team decided that a machine-to-machine link was the only way to produce a really playable two-player game.





This also meant that they could spend time developing the computer-controlled cars' intelligence. The finished game will feature three opponents and though the team have only just started to really get into the intelligence routines, the cars will learn from how you react on track.

"The intelligence is based upon a Scalectrix theory [i.e. the cars run on any of a set number of lanes] so we build a map, put this map into what we call the intelligence editor and then put down ley-lines around the map. The computer cars then have the option to jump from line to line depending upon what the hell's going on on-screen.

"This means that if you bump an opponent into the side, he'll go back onto the nearest line and then choose another line to continue the course. The lines are only there for guidance; the cars will decide exactly what they want to do depending on what action's going on."

The computer cars' behaviour is also governed by what Arcane refer to as a 'dippy' factor, a 'learning' factor and an 'aggressive, beat the crap out of you while you're on the road' factor (one of the less technical terms I've ever come across).

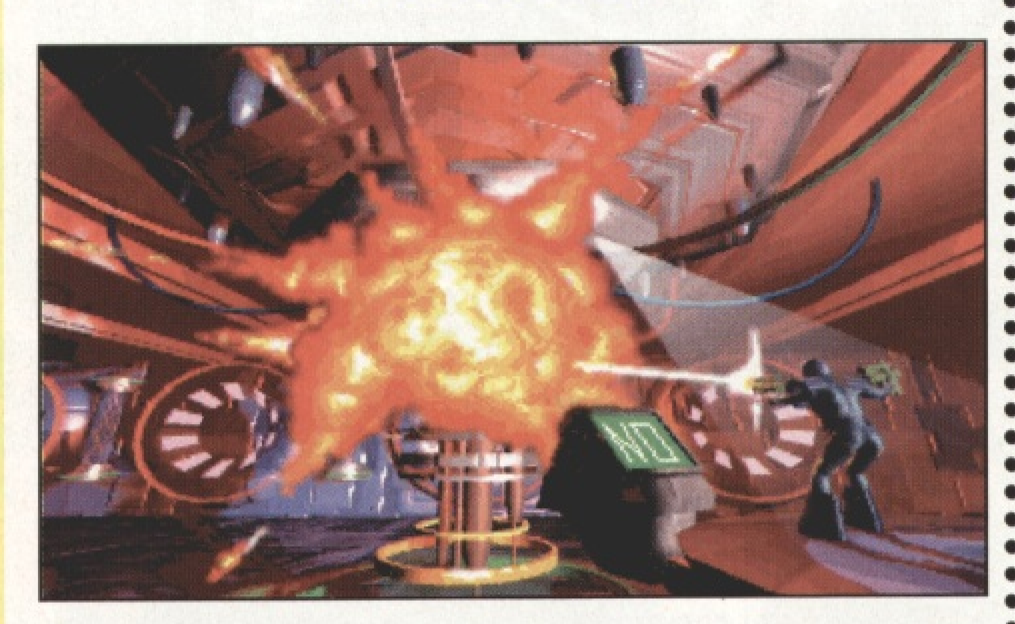
"It'll also come down to individual driver personalities that we've yet to design," adds Steve. "What I want to do is design some characters that will be specific to this game but that we can also put into other games such as the 'Lotus' and 'Pro-Am type' games that we also have in development. It's more for the kids so that they have something to home-in on."

Technically, the game is impressive to say the least, but once again our old nemesis time (well, words per page actually) has caught up with us, so you'll just have to go on wondering how they do all this. All I can say is, please please please let this look as good running as it does in the screenshots! Amen.



UFO: ENEMY UNKNOWN

MicroProse



I'm not a superstitious man by nature , you know. I've got no time for witches, ghouls, warlocks or ghosts (or childrens' entertainers, for that matter) but mention UFOs and aliens and I'm away like a good 'un. Couple that with the fact that Laser Squad is one of my all-time favourite games of all-time and you'll understand why I'm just a tad excited about this forthcoming release from MicroProse.

And if you don't understand why I'm a tad excited, then you probably don't know that UFO: Unknown Enemy is being developed by Laser Squad's developers Target and is a sort of unofficial sequel to that game.

Although UFO will feature the same isometric-viewed, turns-based gameplay that the original LS did, this game will have much more of a strategic and tactical combat emphasis to it as you build bases across the planet to monitor the arrival of the invading aliens' craft. What? I haven't mention the aliens yet? Well...

The year is 1999 and sightings of high-tech alien craft have increased dramatically throughout the world. This has culminated in a huge attempt to communicate with the little green men. Unfortunately, all such efforts turn out to be somewhat pointless, as it appears that all the aliens are interested in is kidnapping, murder, terrorism and the brutal slaughtering of childrens' entertainers. (I think you really mean cattle — David.)

The nations of the world have now come together to form a special planetary defence body called XComm and, as its head, it's your job to save the planet by coordinating the efforts of the various tracking stations, intercepter aircraft and the commando units spread across the world. Perform well and you'll eventually be able to follow the aliens to their home planet and put paid to their Earth-invading ambitions for good. Perform badly, however, and it's goodnight Vienna — and just about every other city. Including Southampton.

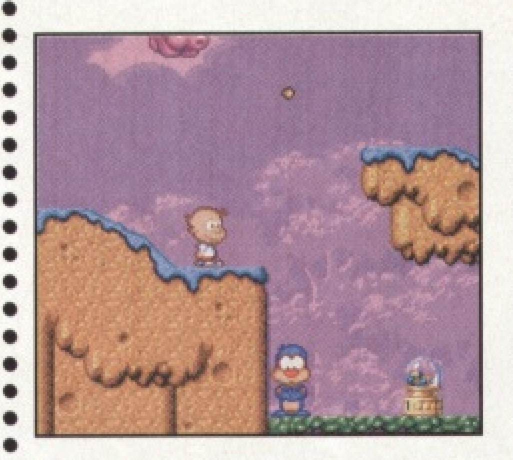
UFO should be available at the end of March but until then have a butcher's at these screenshots. Excited? Me? Not half!





BUBBLE & SQUEAK

Audiogenic



Try to imagine what a game would look like if it was blend of a platform game, a puzzle game and a shoot-'em-up. What do you reckon? Zool with Project-X power-ups trying to knock down dominoes in a certain sequence? A Soccer Kid with a thermonuclear football who stops and does jigsaw puzzles? No, I couldn't think of anything either, which is a bit of a problem because according to Audiogenic, that's exactly what Bubble & Squeak is — all three rolled into one. Blimey!

In the game you have to take control of a young chap by the name of Bubble (unthinking parents, obviously) and must guide him through thirty levels of platform action, including ten bonus levels and five shoot-'em-up sections. Each level is patrolled by various 'wacky' creatures, including flying elephants that sneeze at you and ducks with baseball bats. Like, ker-razy. Luckily, Bubble is armed with magical stars that he can hurl at any nasties that get in the way.

The Squeak of the title is, in fact, a friendly monster pal of Bubble's who, unfortunately, is a bit thick. The aim of each level is to first find Squeak and then lead him to safety using a bit of strategy and forward thinking, not to mention taking into account just how stupid he truly is.

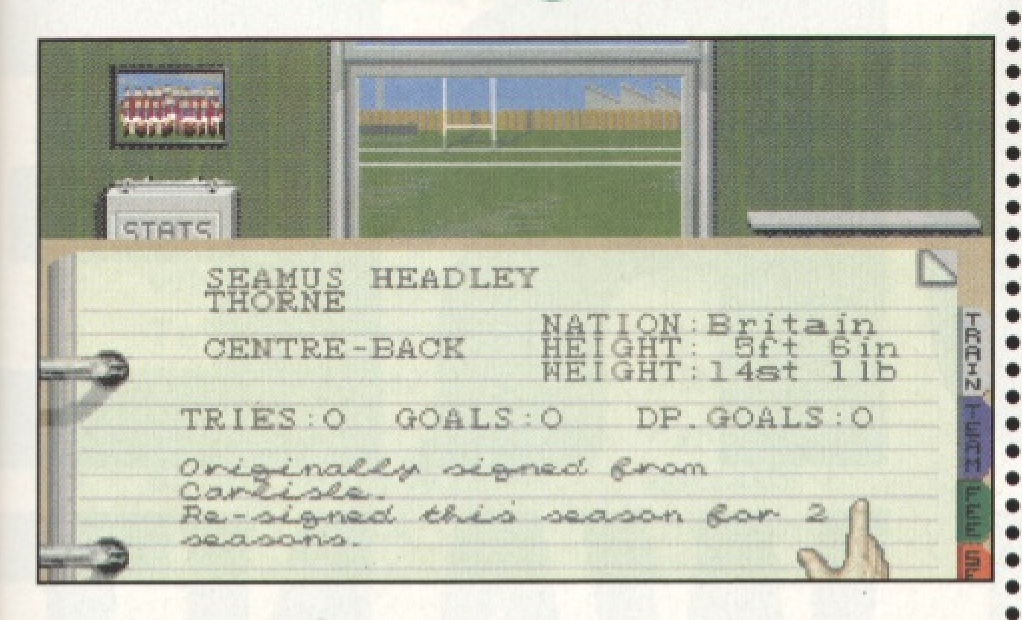
To start with, all you can do is tell Squeak when to follow you and when to stay put, but find a bubblegum machine (which just happen to be found in the alien landscapes) and Squeak will get all excited. Feed him some gum and, depending on what sort it is, he'll suddenly be able to do all manner of things, such as allow you to ride on his back or boot him around(?).

I'm afraid you won't be able to appreciate the gorgeous parallax backgrounds from the screen shots but, believe me, they're lovely. And I know, 'cos I've seen 'em. Anyhow, look out for a full review in an issue or two.



RUGBY LEAGUE COACH

Audiogenic



Rugby means one thing and one thing only to me, and that's having to get up early on a Saturday morning to play for my school team, or else Mr Roberts would personally take my teeth out and put them up my own bottom. I've always thought (and still maintain) that kids are merely pawns in a never-ending battle of egos between school sports teachers, as they try to out do each other with their all-year-round tans, nasty shorts and school records for 'who can kick a ball the furthest'.

I particularly hated it because I was one of three boys who were very tall for their age, and as a result was the first one to get off the coach, looking mean and menacing, to greet the rival team. With three other huge lads behind me, it sort of psyched–out the other team before we'd even begun. Of course, by the time we got to 'player number four' the spell was broken, as the rest of our short, puny and spotty team rolled out like a bag of filleted fish. And then we'd all get beaten up.

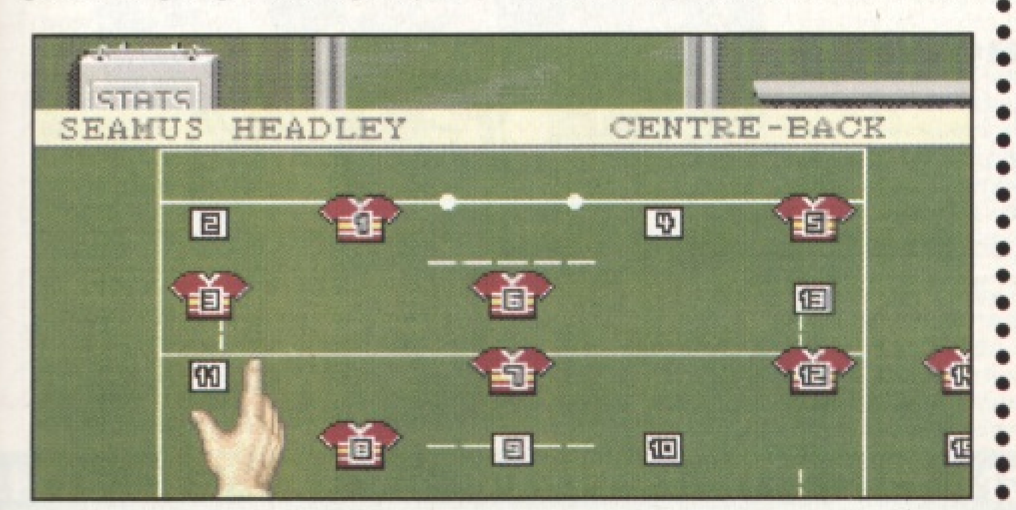
Anyway, this is my chance to get my own back, because thanks to a forthcoming release from Audiogenic, I'm going to manage my very own Rugby team. And I'm going to be very nasty indeed.

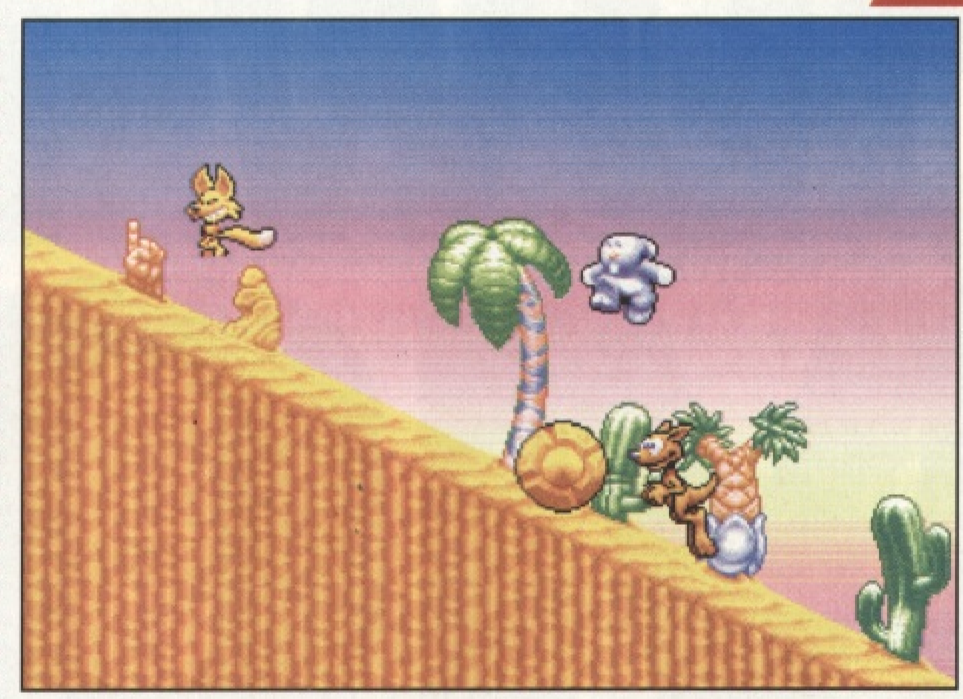
You start off as the coach of a struggling team of part-timers in the bottom division, and must use all your skills to turn them into promotion contenders. As things get better, you'll find job offers start to flood in, leaving you to decide whether to stay with your loyal lads or sell-out in favour of fame and fortune.

You can send off your scout to check up on potential signings and buy and sell players as funds increase, as well as put players through their paces with individual and squad training. There's a comprehensive players' log detailing all the team and player statistics, and you'll get regular reports from your physio — mainly bad news about injured star players! — allowing you to make informed and educated decisions about your team line-ups for impending matches.

Not yet mentioned but most important of all, you can compete in all the major cup competitions, and in addition there are three divisions for you to conquer.

It all looks rather promising so, if you love rugger, watch this space...





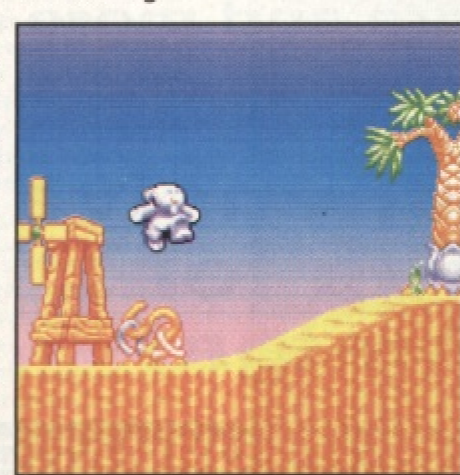
RABBIT GAME

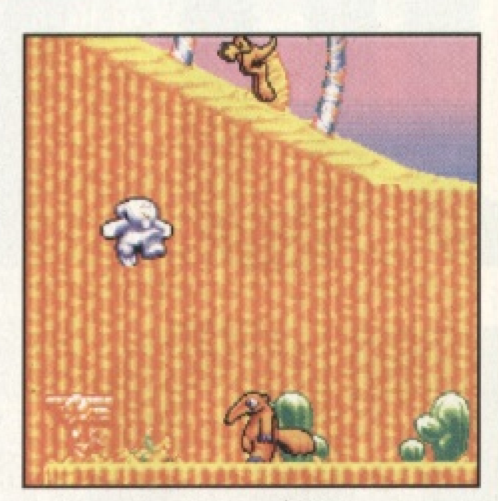
Titus

Don't say that we don't bring you exclusive early previews, as this game hasn't even got a name yet! (However, you'll already know that if you've read our News section.) Of course, the only problem inherent in providing such an incredible service is that we don't really get a lot of information about the games, and therefore indulge in a well-known journalistic technique known as 'making it up, and talking a load of traffic cones.' So...

Rabbit, rabbit, rabbit. Ha, ha, ha. Word count, word count, word count. Yes! I quite literally haven't got anything vaguely solid to tell you (That doesn't normally stop you. – David.) but what the hell, I'm an intelligent guy, I'll have a quick play, and then let you know what I reckon the idea is. Don't go away...

Well, that was quite fun actually. You're a rabbit and you've got to run around a number of Zool-esque landscape (i.e. flat bits and high platform bits) avoiding some rather nicely drawn creatures such as foxes on boulders, aardvarks and kangaroos as they attempt to stop you from collecting carrots. Or something.





As well as being able to run and jump, you can also go into a cartwheel that has a similar effect on the animals around you as it would if you were a certain hedgehog that span in a similar way — i.e. it damages them and eventually kills them.

There are a healthy spattering of pick-ups to find, rewarding you with extra health, lives and other things that do, er, other things. Probably.

As you trundle around the landscape in a rabbity fashion, you'll come across pits filled with spikes, as well as randomly placed trampolines which 'Rabbit' can use to bounce to higher levels and bonus platforms.

When I tried to go to the far right of the screen, a rather curvaceous lady rabbit told me that I needed to collect another clock, so it's my reckoning that you have to collect clocks to complete each level. (Well done, Sherlock — David).

Oh look, can I just stop now? It's all getting very thin and to be quite frank, I don't think anybody reads these things anyway. (Okay. — David.) Phew! I'll be back when I know more, okay?

HOW MUCH MORE DO YOU WANT TO KNOW?

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REVIEWS

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HOW DO WE DO IT?

At The One we believe a picture speaks a thousand words. That's why our reviews are a bit different and, we like to think, a lot better than the rest. Each game review begins with a short introduction, telling you what sort of game you're reading about and outlining its plot, then we follow that up with illustrations, maps and diagrams accompanied by informative captions that demonstrate every aspect of how the game plays.

Finally there's the Verdict where we explain the game's good and bad points in detail, so that you can work out precisely whether the game's for you or not. Bear in mind that although a review is only written by one person, the whole team play every game reviewed and the Verdict and scores are based on everyone's input.

Based on years of research this is, quite simply, the best game reviewing system devised by man.

Probably.

THE VERDICT PANEL EXPLAINED

This piccy shows you clearly which Amiga - A500/600, A1200 or CD32 - the game is being reviewed on.

This panel indicates who is publishing and who created the game, along with essential info such as how much the game costs, when it'll be released, the control system(s) used, how much memory your Amiga needs to run it, how may disks it comes on (and therefore how much swapping you can anticipate) and even whether you can install it onto your hard drive.

This percentage indicates not only how well-drawn or animated the graphics are, but also how well they complement the game. Some games look great in static form but may be slow and jerky 'in the flesh' which will be indicated by a lower-than-expected Graphics score.

As with Graphics, the Sound score isn't based purely on the quality of the tunes and sound effects, but also on how well they enhance the game. For instance, an all-guns-blazing shoot-'em-up with a silly bouncy jingle wouldn't do well here.

A500/600
Publisher: Gremlin
Developer: Euphoria
£25.99 Out Now
Graphics 82%
Sound 86%
Playability 81%
Lastability 71%
Overall 83%
A1200
CD32

Playability, which we hope will soon be incorporated into the Oxford English Dictionary as a 'real' word (write to your MP!), indicates how easy the game is to get into and how much fun it is to play. Things like poor control or cluttered screens will take this score down.

Another 'new' word, Lastability indicates whether you're likely to finish the game in a day or a year, and also whether the game is one you're likely to keep returning to time and time again. It's a rather important mark, especially with games being so expensive.

The Overall score is the definitive guide as to whether a game is good or bad. It takes into account many factors other than the four main ones listed above, which is why it's not simply an average of those scores. Anything scoring 85% or above is considered an essential purchase.

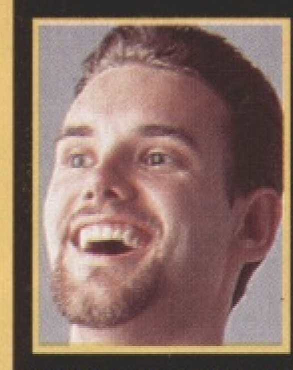
The Amiga family is even bigger than ever now, with people able to buy A500/600s, A1200s and CD32s. Here's where we'll tell you about how the game runs on the machines not covered in the main Verdict panel, as well as whether any enhanced or cut-down versions of the game are planned.

DAVID UPCHURCH

'Tis a sad day at The One. David John Upchurch, the man who invented typographical errors, perfected plagiarism and copyrighted just about every crap joke every invented is off to pursue other interests. Unfortunately we can't tell you what he'll be doing because you wouldn't believe a man could sink so low. On a serious note, he will be sorely missed by everyone here at The One and we wish him the very best of luck. We really do.

SIMON BYRON

Oh dear, oh dear. With David off to edit The One for Cakes and Fatty foods or whatever, Simon has been promoted to Editor, which means that all standards will go out of the window, the quality threshold will be constantly lowered, and there'll be general confusion day in, day out. So there's not much change there, then. When asked whether he had a message for the readers he replied, "Yes," before discovering something to moan about.



MATT BROUGHTON

Unfotunately, we've had to finish off this issue sans (that's French for 'without', by the way) Matt because he's been forced into doing Jury Service. Yes, just when you thought the British legal could get no worse, along comes a beardy-weirdy who judges people by whether or not their eyebrows meet. We confidently predict that in about five years' time there will be a spate of appeals resulting in the release of innocent people wrongly convicted by Matt.



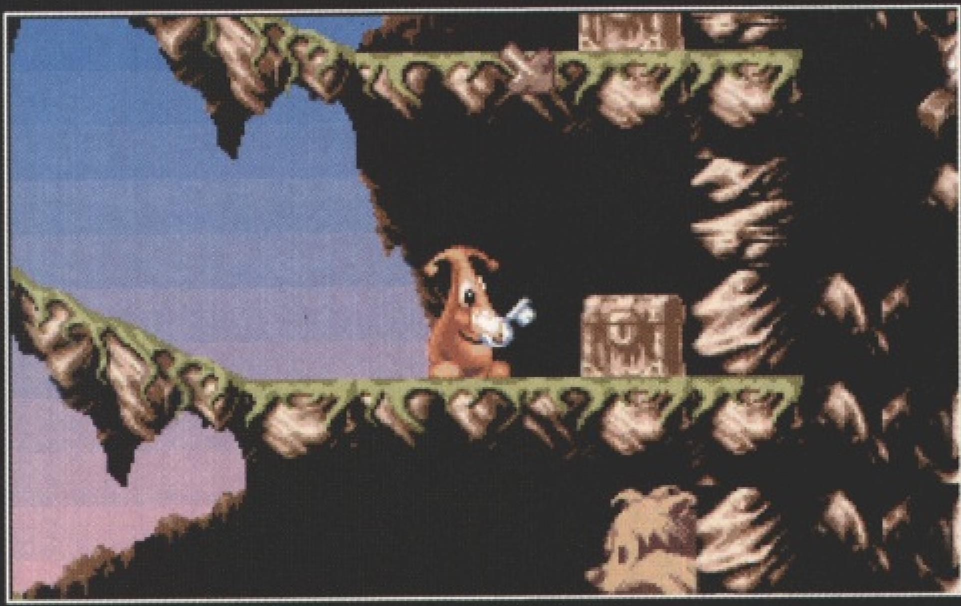


JENNY ABROOK

Jenny's been out and about this month, with visits to various National Institutions forming only part of her busy schedule. "The best place I went to was the Natural History Museum, which was very interesting," she revealed. "It had insects and dinosaurs and I saw a Blue Whale which was as big as a double decker bus. The only problem with the Natural History Museum is that there's too much information to digest. It made my head hurt after a while." Really.

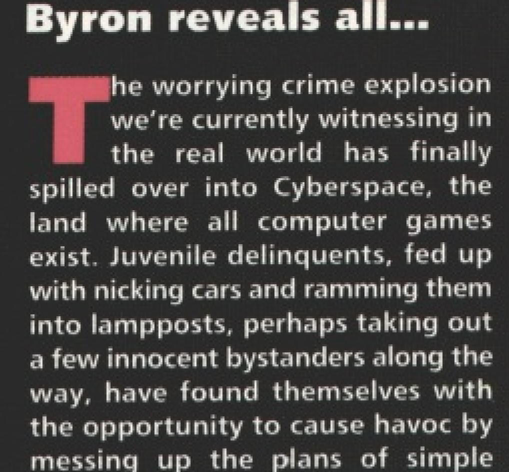
PUGGSY

Psygnosis and The Dome return to Amiga-land once again with the smartest Mega Drive conversion since Desert Strike. Simon Byron reveals all...



(Above) I've decided that chests are brilliant. Not only are they useful for keeping your lungs inside your body, but they also contain goodies which are essential to your mission. Sometimes, the chests can form puzzles, like in this bonus room. There are loads of chests scattered around, but you've only got one key so you have to guess which to open next in order to receive another key. Get the order wrong and you'll be rewarded with a useless shell. Like, wow.

(Below) One of the more helpful objects is this clue chest. Whenever you become particularly stuck, locate one of these and activate it. It will indicate, via some flashy animations, exactly what item you need to collect next in order to solve a part of the overall puzzle. Unfortunately, it doesn't tell you what to do with it, but you can't have everything, can you?



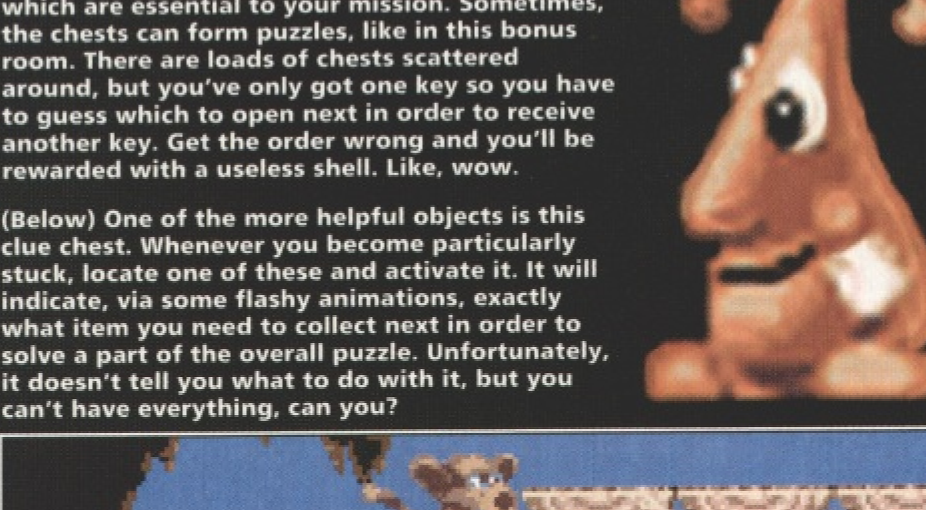
The worrying crime explosion we're currently witnessing in the real world has finally spilled over into Cyberspace, the land where all computer games exist. Juvenile delinquents, fed up with nicking cars and ramming them into lampposts, perhaps taking out a few innocent bystanders along the way, have found themselves with the opportunity to cause havoc by messing up the plans of simple sprites who are unaware of the violent and disturbing times we face.

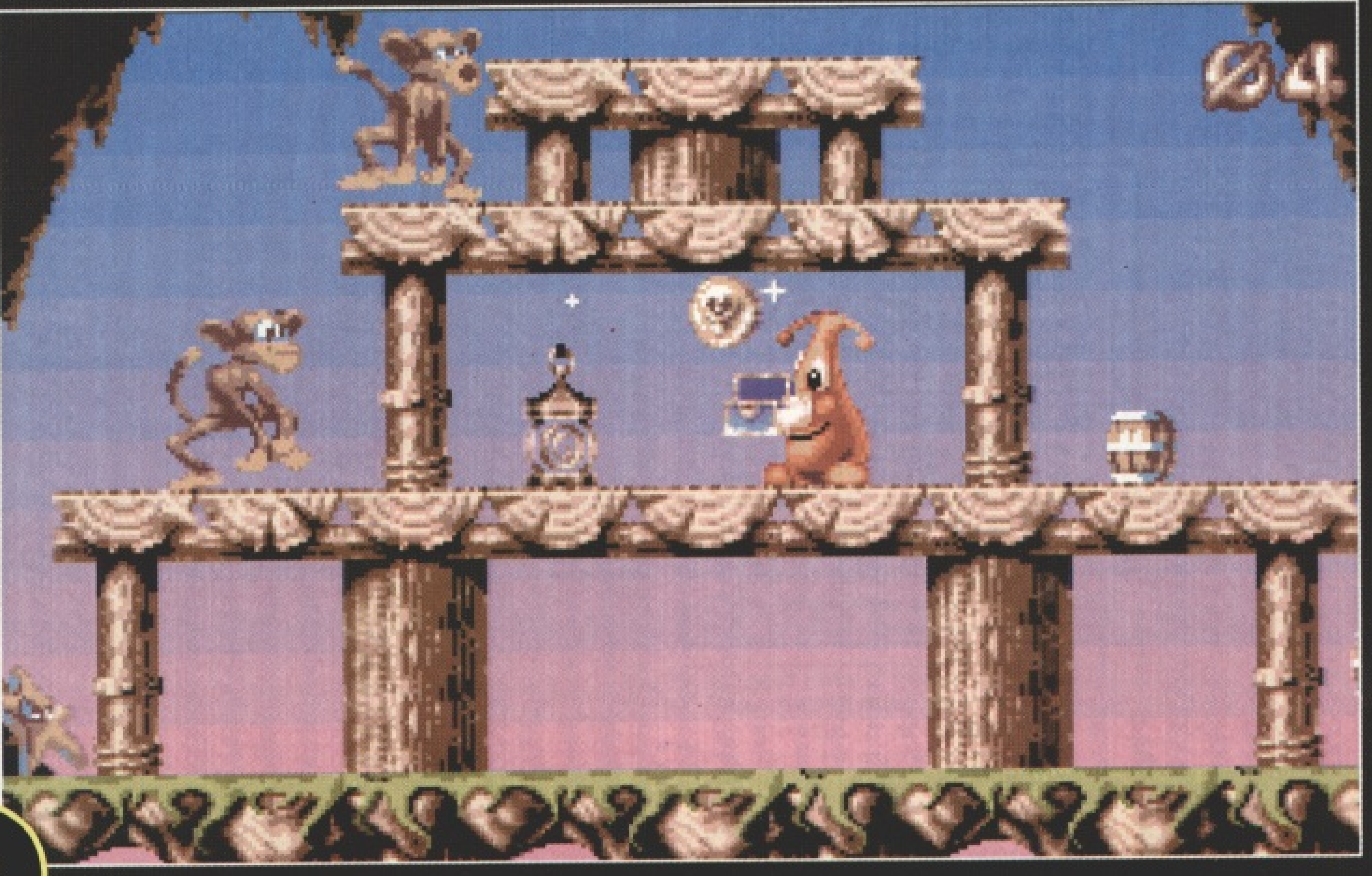
Take innocent Puggsy, for example. There he was, journeying across the galaxy without a care in the world, when he happened upon an innocent-looking planet. Unfortunately, this world was not so innocent, so when Puggsy parked his spaceship and set off to ask for directions, a bunch of mischievous raccoons decided to nick his means of transport and do a bit of joyriding. So — surprise, surprise — Puggsy decides to trek through 51 level in search of his vehicle.

Sounds like the perfect scenari for some arcade adventuring antics doesn't it? Yes, of course it does, s thank goodness for Psygnosis and more importantly, The Dome (th geezers wot did Bob's Bad Day who've handled this conversion o the similarly-titled Mega Drive game For without them, we wouldn't b treated to this fine, fine game.

For added value, Psygnosis ar giving away a free acronym wit every copy of Puggsy. It's 'TOI' and stands for Total Object Interaction What this means is that Puggsy ca collect and manipulate loads o objects contained within the level These objects interact with eac other (so if you chuck a crate a another crate, the two will reboun off each other, that kind of thing and form the basis of the many pu zles between Puggsy and his space ship.

Puggsy was a huge hit on th Mega Drive and Psygnosis are obv ously hoping to repeat that succes on the Amiga (otherwise it would b a pointless conversion, wouldn't it? And, if there's any justice in th world, it will.

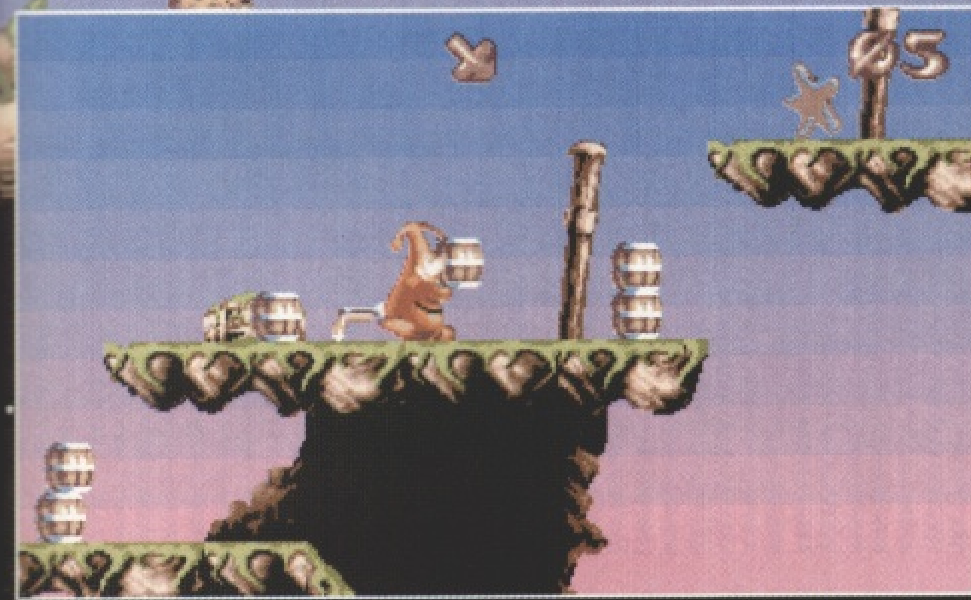


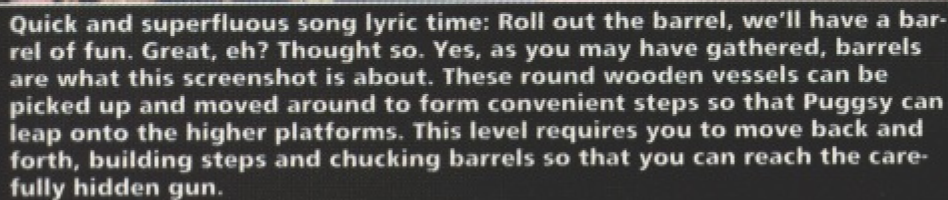




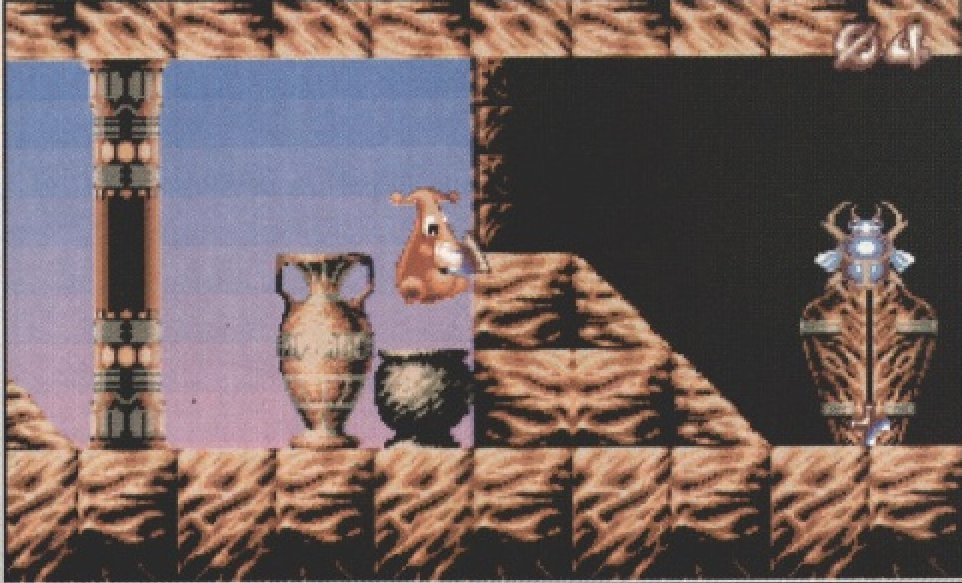
(Above) Special objects such as guns, transmitters and clue chests can be activated at any time by pressing the space bar. Their uses vary from the obvious (killing things) to the not-so-obvious (anything else). As some can only be operated once, you need to think carefully before activating anythin







Quick and superfluous song lyric time: Roll out the barrel, we'll have a barrel of fun. Great, eh? Thought so. Yes, as you may have gathered, barrels are what this screenshot is about. These round wooden vessels can be picked up and moved around to form convenient steps so that Puggsy can leap onto the higher platforms. This level requires you to move back and forth, building steps and chucking barrels so that you can reach the carefully hidden gun.



As well as a more-than-useful leaping ability, Puggsy is able to scale previously unattainable heights using an object he's carrying. By pulling down when the alien has hooked the item over the platform's edge, you can make Puggsy bounce and eventually move the joystick to manoeuvre him onto the walkway. It takes a bit of practice to get this working as regularly as you'd like, but it's worth it in the end. In fact, some levels can't be conquered without doing this so get praticing.

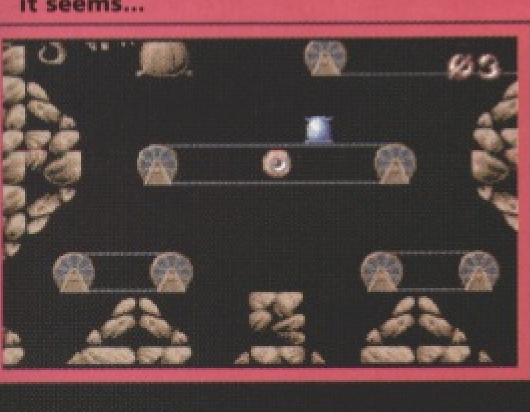


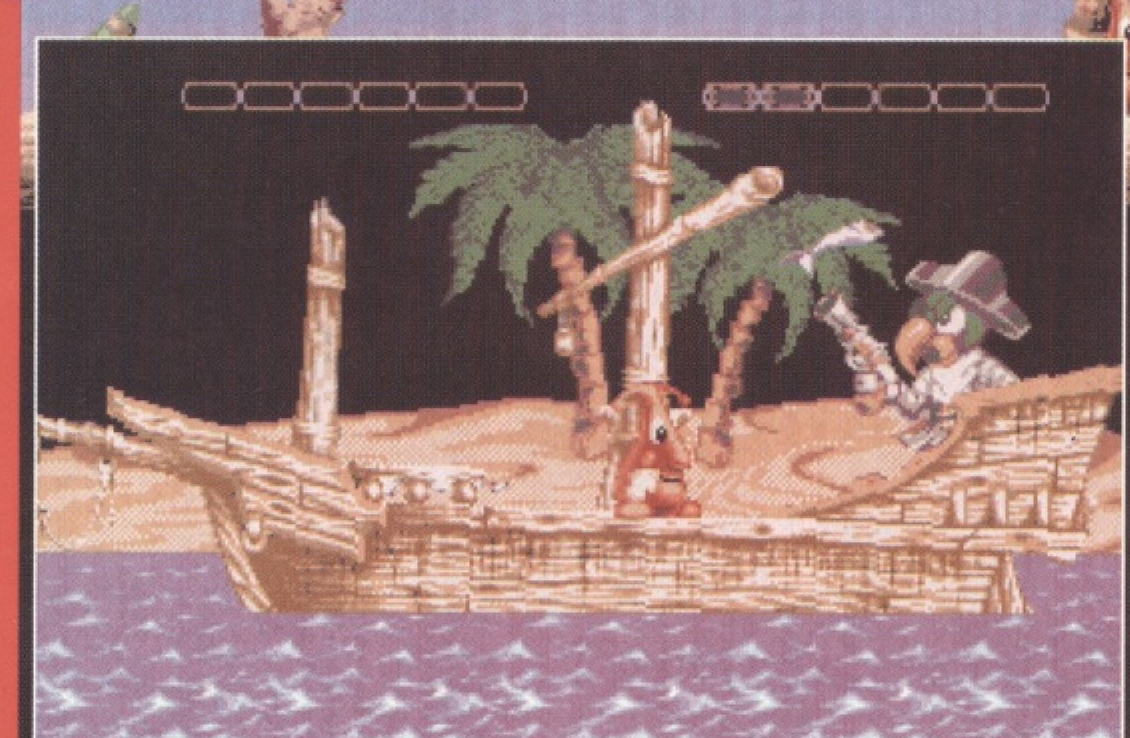
Just like a certain other platform game, the name of which escapes me, the game world opens up as you complete each level, revealing new pathways. Every level has at least one exit (important feature, that), but if you take time out to explore the more inaccessible locations then you may come across a secret room or discover a new path. Unfortunately, some routes lead to dead-ends so you often need to re-enter levels to find alternative options.

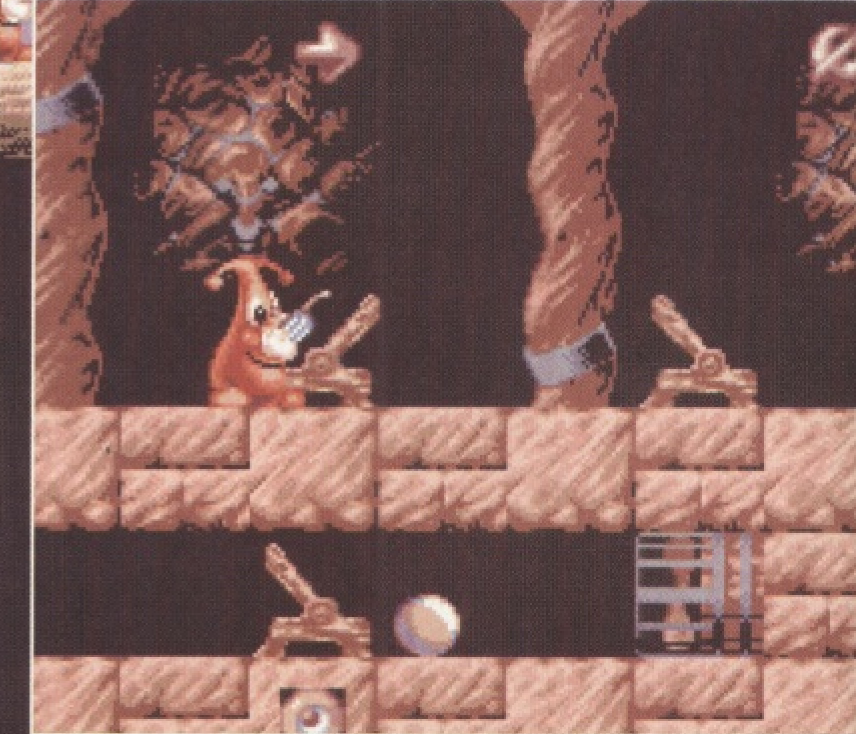


Many levels contain a nifty shooter with which, via a tap on the space bar, you can unleash a torrent of bullets to dispatch most meanies. These bullets are in strictly limited supply — run out and the gun is all but useless for anything except standing on, a trait which is often invaluable when you've carelessly discarded an essential boulder or such like.

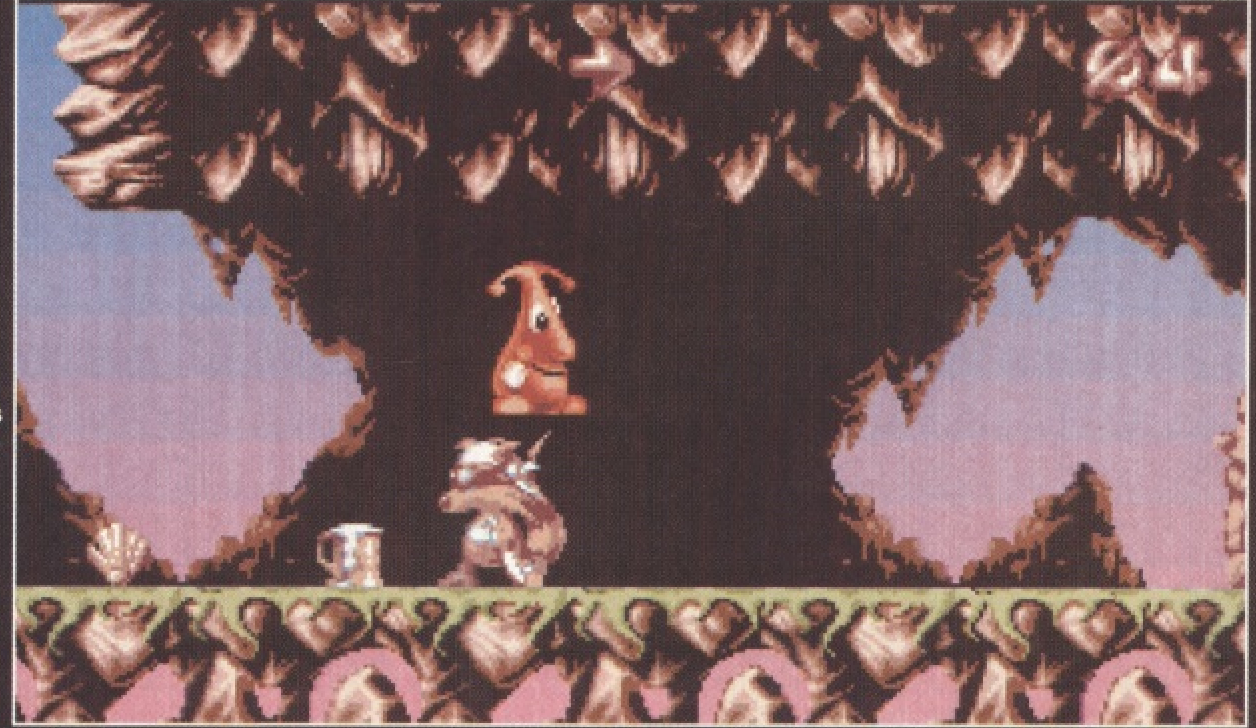
Main puzzles require plenty of experimentation before you figure out exactly what you're meant to be doing. Inside the Badger Mill, you come across a weird device which, when activated, allows you to see another part of the level (inset). By operating this 'thing' when standing near a lever you can send bags of flour down the chain of conveyor belts. Your objective here is to get one bag down every gap, which isn't as easy as it seems...







(Above) The end-of-level guardians are truly impressive. Some take up the entire screen and are constructed from lots of tasty rotating sprites, giving the game a unique look and feel. Every one requires a completely different method of attack (you'll find no casual jumping-on-heads drudgery here, matey-boots), like this pirate geezer who can only be dealt with by flipping fish at him. This game is crazy. It really is.



(Above) Puggsy isn't strong enough to operate levers by himself so he needs to be carrying an object in order to shift them. There are two kinds of levers: those which only need to be flicked; and others which need to remain depressed. Flicking them is easy — just walk past (carrying something, remember?) — but to keep a lever in a specific position you need to drop an item onto it.

(Left) Yes! Sticking to the tried-and-tested platform formula, Puggsy can bounce off baddies' bonces , gaining height and doing away with them at the same time. Unfortunately, there are a few creatures who are impervious to this form of punishment so if you do attempt to land on them you could be in for a nasty surprise.

FANTASTIC PIECED-TOGETHER MAP THING!

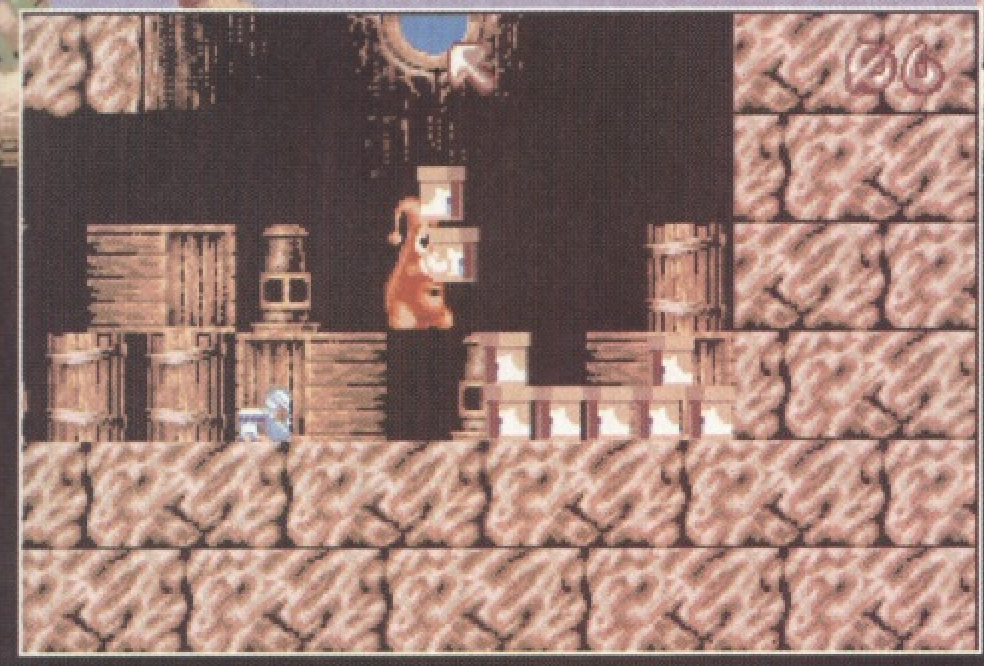
Yes, it's bloody well true! This rather fine example of nineties' graphics has been created by a Mr S J Byron, a sad individual with poor eyesight. The more attentive among you will notice that it depicts the problems an alien named Puggsy has trying to obtain an invaluable key.

Puggsy finds himself plonked handily next to a pile of barrels, useful for constructing makeshift platforms...

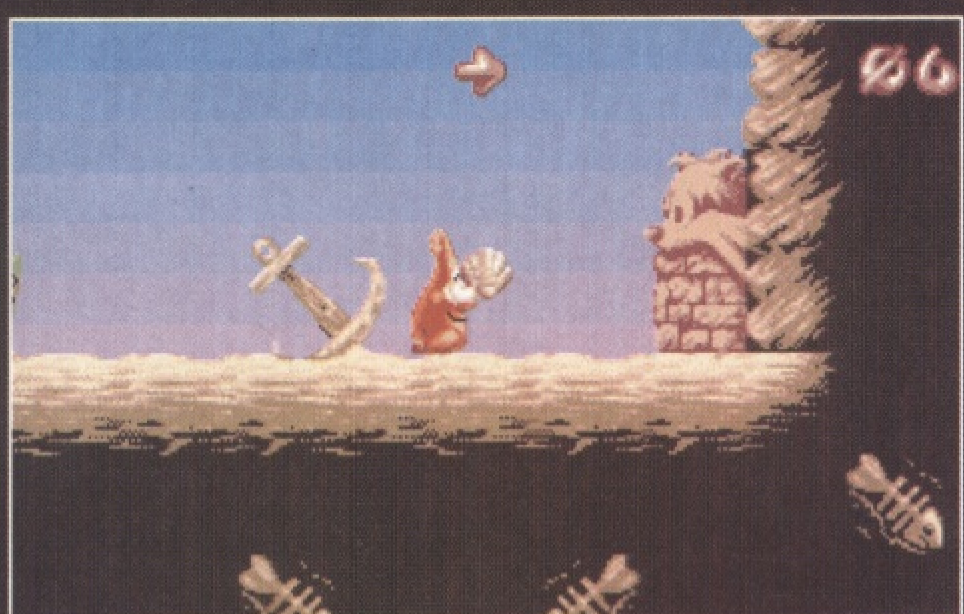
...By taking an armful of these barrels to another part of the level...

...And chucking them onto higher ledges...

...He can reach the key and continue his quest. Brilliant, eh?



(Above) The Total Object Interaction works brilliantly. Most items can be picked up and carried to other parts of the level. You can only hold one item at a time so working out what order things need to be done is an essential part of the overall strategy. Anything that's movable can be used to construct stepping stones, whilst more unusual objects are typically there for a reason — namely, to manipulate other items or be used in some shape-related puzzle.



(Above) The first level isn't perhaps the easiest way to learn the game's mechanics so, being the helpful chap I am, I've compiled a comprehensive and informative players' guide, just for you. Grab a pen and get ready to digest this info. Ready? Okay: Go right. Yes, that's it, I'm afraid. You do have to push up a couple of times but I'm sure you intelligent people can figure out when to do that. So don't bloody ring me up and inquire about how to complete this level unless you want a torrent of abuse regarding your mother and how much she charges for a snog.



Thankfully, Puggsy's not adverse to a bit of water in his lungs (if he's got any, that is) and can spend an infinite amount of time submerged in liquid. These water-logged levels occur frequently during the middle of the game and alter the way you have to tackle things. Everything slows down in the water so manipulating objects becomes that bit trickier, especially when you're attempting to erect a floating bridge.

THE VERDICT

A500/600

Publisher: Psygnosis
Developer: The Dome
£29.99 Out Now
Not Hard Disk Installable
Joystick
Memory 1Mb | Disks 4

GRAPHICS	91%
SOUND	84%
PLAYABILITY	90%
LASTABILITY	88%
OVERALL	90%

The control method is a bit crap sometimes. A few people may find the pace of the game a little tedious. The password system is a bit long-winded. But — wait for it — I love it! The above gripes are probably the only things you can find fault with because Puggsy is a truly amazing conversion. All credit must go to The Dome for making Puggsy such a technically astounding game — the graphics are of a consistently high standard throughout and the rotating sprites and end-of-level guardians are real eye poppers. Almost every character animates perfectly (the fluffy bunny rabbits are particularly gorgeous) and there's relatively little slowdown (erm... except when there are loads of those oh-so-fluffy bunny rabbits on-screen. Best shoot them to bits.). But it's the puzzles and the much-vaunted TOI system that really steal the show. Because you're given total control over what you do and when you do it, there's plenty of experimenting to be done as you attempt to make your way to the exits. The levels are so well designed you can opt to play the game as you like, by either making your way directly to the next stage or turning over every stone (literally!) in an effort to discover bonuses and extra lives. What's also excellent is that although there is generally only one solution to the main puzzles, you can usually discover other ways of solving them so you never really become truly stuck. Erm, I'm running out of space here so it's time to drastically truncate this last bit. The 51 levels are incredibly taxing. The music is more than ear-gratifying. It plays like a dream. Buy it. Now. Please.

A1200 / **CD32**

Not as much slowdown on the A1200, and that's about yer lot. There are no plans for a CD32 version just yet, although that may be subject to change. But then again, it might not. Who knows?

CHAMPIONSHIP MANAGER ITALIA

We love football here at The One. Well, Simon Byron does a bit, so that's why we handed him Intelek's latest offering.



Your progress throughout each match is displayed using three bars which fluctuate depending on how well you're doing in each of the three areas: defence, midfield and attack. Any goal-scoring opportunities are indicated by the text messages at the top of the screen.

I'm always constantly surprised and amazed at how long football management games tend to hang around the Amiga charts. At the time of going to press, Premier Manager 2 (which was reviewed in September '93) is at Number Five in the Hit Parade, whilst Championship Manager '93 (a relative oldie, having been appraised way back in May) resides at Number Six.

If nothing else there appears to be a huge demand for this kind of game and fans of the genre seem likely to buy anything even vaguely management-related. So it comes as no surprise to discover that Intelek, the programming team behind the highly successful Championship Manager series, have come up with yet another footy management game, but this time with a 'difference' - you take control of a team from the Italian Serie-A or Serie-B leagues.

Along the way you can attempt to qualify for all the major European Cups, along with the Italian Cup and the Anglo-Italian Cup, as you try to keep your team at the top of the domestic league. The features the game includes are almost identical to those of the rest of the series, although some aspects have been slightly tweaked to conform to any differences in the way the Italians deal with things like transfers and so on.

Before any game, be it a friendly or a vital cup match, you need to select your squad and pick a style of play. Almost every statistic you can think of can be displayed so that you are able to accurately work out each player's best position.

There's obviously nowhere near enough space here to describe what you can do within CMI, but anyone who's played the demo will have a good idea of the vast range of options and info the game contains.

I get the impression that if you like management games you're going to splash out on a copy of Championship Manager Italia whether I like it or not, so anything I've got to say will obviously not make a blind bit of difference. But if you've never played a footy management game before then read on. I think you'll find the comments fairly interesting...

THE VERDICT

It's funny, you know, but I was really dreading loading up Championship Manager Italia. I realise that it's wrong to have preconceptions about games before you give them a fair chance, but football management titles usually leave me feeling nonplussed. So what is it about Championship Manager Italia that warrants a hefty 89%? I suppose that anyone with a passing interest in football is keen to try his hand at management, and it has to be said that Intelek's latest really is the best of the bunch. It may not appeal to those who prefer flash graphics and gimmicks but in terms of realism and options it can't be knocked. The range of features is quite simply breathtaking and it's obvious that Intelek's experience with their previous titles has been put to good use. Some may argue that the time the game needs to set itself up initially and update the transfer list is a bit excessive, and to some extent it's true — there is a lot of waiting time throughout the whole game. But Championship Manager Italia runs over 40% faster than its predecessors, and no-one really grumbled about their speed (apart from me). Even if you've played all of the other Championship Manager games to death, I'd still advise you to snap up Italia. It offers a fresh challenge with different teams, and at £18 represents real value for money.

A500/600

Publisher: Intelek
Developer: In-house

£17.99 Out Now

Hard Disk Installable

Mouse

Memory 1Mb | Disks 2

GRAPHICS	65%
SOUND	N/A
PLAYABILITY	85%
LASTABILITY	90%
OVERALL	89%

A1200 **CD32**

Championship Manager Italia runs fine on the A1200, and unsurprisingly there are no plans for a CD32 version. Okay?

SUPER METHANE BROS

Life's a gas for David Upchurch, which is why he was more than keen to review this debut release from Apache

Don't you just love being in control? Puff and Blow, the eponymous Super Methane Bros, do. Which is why they're less than happy when their sensible, mundane, ordered lives are turned upside down by evil mystical forces. The full story of their tragic plight is far too clichéd to go into here, but suffice to say that the upshot of it all is that the twosome are trapped inside a giant clocktower, and the only way to escape is by tramping through each of the tower's 125 platform-endowed chambers.

Of course, this is not as easy as it sounds, mainly due to the marauding nasties who are intent on Puff and Blow's demise. Quite why they hate our cutesy heroes is never made clear, but I'm sure they have their reasons - perhaps P&B didn't wipe their feet before entering the tower and have been treading mud into the nice carpets.

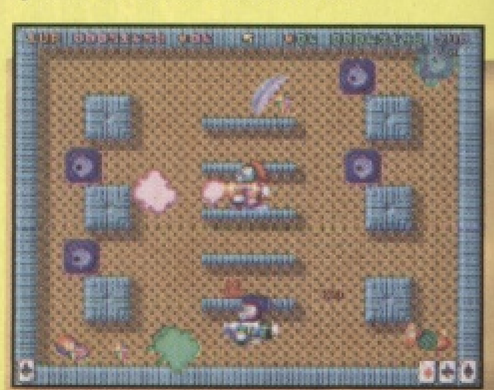
Luckily, the boys are armed with special methane guns with which they can trap the baddies in gas bubbles. Once ensnared, the helpless baddy can be sucked up and then blasted into any nearby wall, whereupon they'll metamorphose into a shower of bonus items. You can't help feeling a double-barrel shotgun would be a lot simpler and far more effective, but you know what these cutesy game characters are like.

Should Puff and Blow gas and bash all the nasties, they get a few seconds to mop up any goodies left lying around before they're whisked off to the next single-screen level. Along the way there are power-ups — both good and bad — to collect, secret features to discover, a variety of foes to defeat — in short, all the good things you've come to expect from modern platform japery.

(Above) Occasionally you'll encounter massive, bonus-laden chests tucked away in a sealed part of the screen. Hidden somewhere — normally in the most out-of-the-way place possible — is an invisible switch which'll open a pathway to it. Certain parts of the screen also contain hidden bonus items and half the fun of the game comes from finding out where they are.

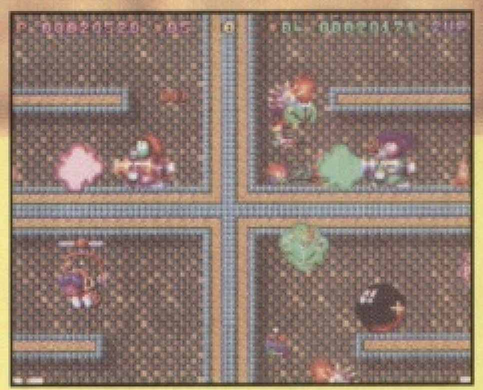
(Below) Super Methane Bros boasts a whole cavalcade of bizarre power-ups and collectibles to pick up. They appear at random points on each level and they're fairly easy to see thanks to their huge size compared to the bonus items. Some of them are helpful — giving Puff and Blow faster gas guns or speed shoes, for example — while others are a right pain, especially the reverse-controls icon.

(Above) Every 25 levels the disk drive will whir and you'll come face-to-face with a super baddy. Although they vary in attack patterns, the basic rules for dealing with them remain the same for each — suck up any objects lying around (such as these tomatoes here) and then lob them at the mega-nasty's weak spot. Defeat it and you'll win a key part (shown left) — get all four and you'll be released.





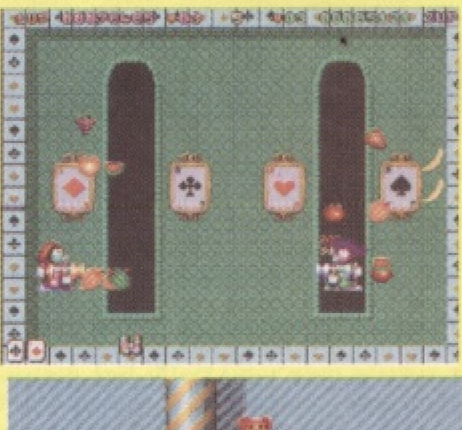
(Above) You can gas as many nasties as you like, but your gun can only suck up one at a time. It's not wise to leave a gassed nasty floating around unsucked for too long as the effects of the methane will eventually wear off, releasing the by-now extremely hissed-off baddy. By the way, do you see that outline of a door? Find a way to open it and you'll be whisked off to a bonus-packed secret level (shown top-right). Oooh!



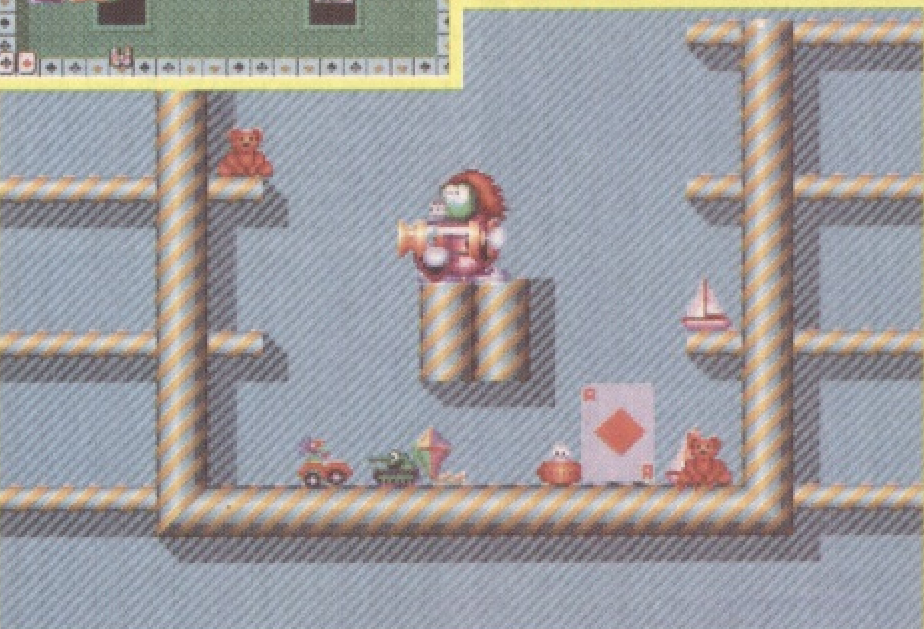
In two-player mode both players compete to bubble the baddies and grab the bonuses first. There's no real interaction possible — the best (or rather, worst) you can do is fire a sucked-up baddy at each other, which is a bit of a stupid idea as it'll cost your partner a life.

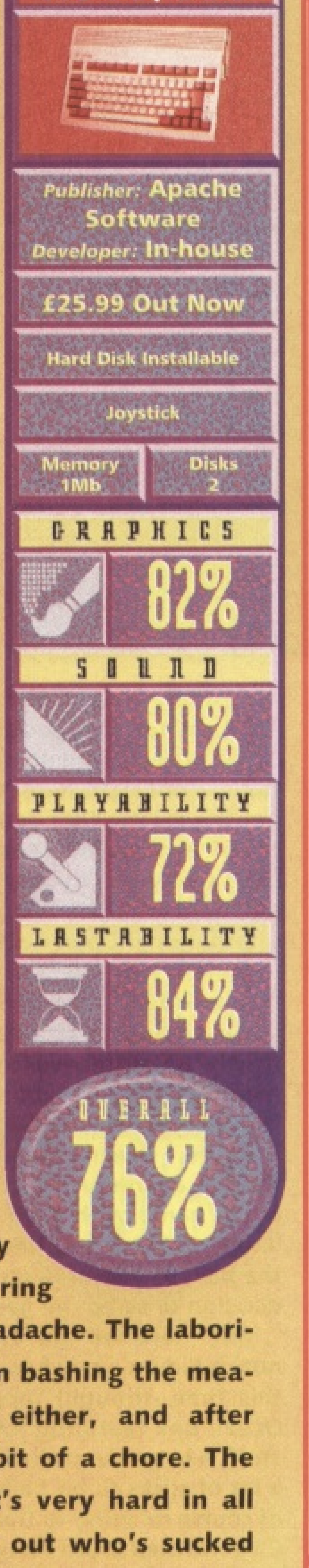


Later levels introduce objects that you can pick up with your gun and move around, like these blocks. The idea is that you're meant to use them to get onto the higher platforms. Trouble is, it's very easy to suck them up when you intended to grab a baddy, leading to the loss of a life.



(Below) Should you dispose of all the nasties within the time limit a playing card will appear. If you manage to collect four cards, one from each suit, you'll be transported to a secret chamber (left) where you'll be awarded with an extra life and a pleasant jingle. Aaah, as the pukesome little boy from the Werther's Originals ad says.



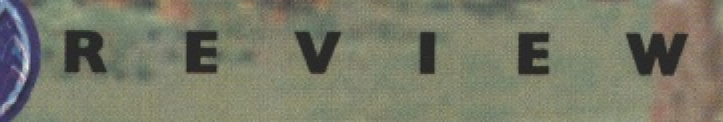


THE VERDICT

You'd have to be deaf, dumb and blind not to notice that Super Methane Bros bears more than a passing resemblance to the classic coin-op Bubble Bobble. In fact, if the two games were any more similar Taito would probably be 'phoning their solicitors and issuing writs. Of course, there's nothing wrong with such blatant, er, 'tributes' (as far as the gamesplaying punter is concerned, anyway) as Team 17 proved with the superb budgeter Qwak. Sadly, however, Super Methane Bros falls some way short of being a classic. It's the playability of the thing that's its main flaw — the sprites, although pretty, are just too large. This, combined with the slightly stodgy control, makes skillful manoeuvring around the cramped screens a real headache. The laborious task of trapping, catching and then bashing the meanies is not that fun or instinctive either, and after prolonged play it rapidly becomes a bit of a chore. The two-player mode is lacking too, as it's very hard in all the claustrophobic confusion to work out who's sucked up a nasty and who hasn't. On the plus side, however, there are loads of interesting secrets to discover, which helps prolong the game's longevity. Don't get me wrong — SMB isn't a bad game and there's a fair degree of enjoyment to be had here, but if you're on the look-out for a decent Bubble Bobble clone I'd advise you to save fifteen quid and seek out Qwak instead.

A1200 **CD32**

Super Methane Bros detects if you've got an A1200 and loads in enhanced graphics — though, to be honest, they look no different to me. And there will be a CD32 version — more news on that soon.



THE RYDER CUP

Matt Broughton once got a ball through the windmill door and up the alligator's bottom during a round of crazy golf, so who better to take a look at Ocean`s second visit to the course?

Golf. Huh. Good God y'all. What is it good for? Absolutely... Hang on. Something`s not right here. Do you ever get the feeling that you've made a bit of a mistake? Ocean did, and that`s why you'll never be able to get hold of their last golf game, International Open Golf Challenge.

Simon was the lucky lad who reviewed IOGC back in September, when it managed to earn itself a distinctly unimpressive 51%, not to mention such comments as "Supremely average." As you might imagine, Ocean weren't exactly thrilled at the prospect of putting out a game with such legends as 'Crap' or 'Don`t buy this' written on the box, so subsequently made the decision to scrap the game.

But, here we are again (you'll notice Simon's nowhere to be seen this time, though) faced with an Ocean box featuring lots of green stuff, a large number of 'holes' and a lot of sticks to hit balls with. I am of course referring to The Ryder Cup. (I've watched Bruce Forsythe. I know what I'm talking about.)

In Ryder Cup you have the chance to play as part of the European or American team as they 'slice', 'hook' and, er, 'Golf' their way across any of the four locations on offer (The Belfry, The Fields, The Island or The Village - I'm not a number, I'm a free man!), and have all the facilities a modern golfer could wish for.

You'll be playing with and against some of the world's top golfers, so grab your best stick (I think you'll find they're called clubs - David) and wear some ridiculous trousers, as we find out whether this is a full and fruity game, or just International Open Gold Challenge wearing a different pair of pants. Hey, let's scratch and sniff.

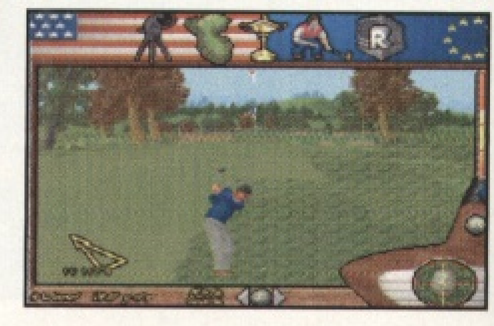
(Right) Ryder Cup is pretty helpful when it comes to options and information, with constant updates on the state of play. Before each shot, the computer will remind you of the hole being played, the distance, the par, and tons of other stuff (nicely put - Dave.). The wind's strength is shown in the bottom left, with your current club's maximum range displayed beneath, and your golfer's position control to the right of that. The options in the top panel are, from left to right; view on the ball (i.e. watch from behind, watch from in front), map facilities (inset), exit to menu, 'golfer options', and action replays. The 'golfer options' include such actions as hide golfer, hide flag, landscape grid, shaded landscape and show wind





(Above) Ryder Cup is quite kind in that it offers you a number of different control methods. This variation is based upon the more standard 'stop the power, set the slice' system, where you click to stop a power bar as it moves through an overall strength cycle. Once you've clicked for strength, the bar will return and must be stopped again in the blue area to determine whether the ball is struck in the centre, or with hook or slice. This calls for good co-ordination, and just a touch of luck. The computer players always use this method, so if you want to 'cheat' and copy their settings, this is how you'll have to do it.

(Below) This control method is much like IOGC's, where you first choose the shot's strength using a power meter (no reflexes required - just pick your power) and then target over the ball using your cross-hair. There are two versions of this system; one where the target moves left and right, leaving you to move the sight up and down and fire when ready, and the other being the 'wobble' method, where the ball does its best to get out of your way and you fighting to keep it in the centre. This is the more challenging of the systems, but doesn't exactly call upon any golfing skills.

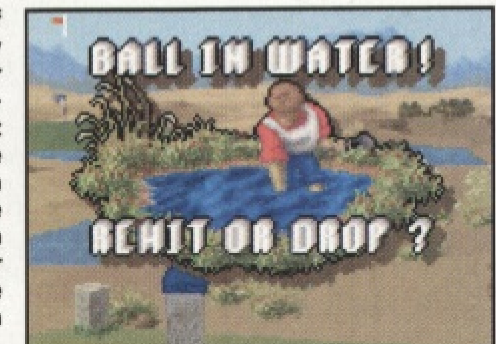


Well, it took a bit of luck to get here, but I've finally made it onto the green. At this point, you can choose from a couple of options that will make things easier, such as having a contour grid on the ground, as well as turning off the 'golfer' graphic, allowing a better view of the shot in hand. As with driving shots, you are given the distance to the hole before you take control, and must use your judgment to stop the power as it rises on the putter bar. You can't affect the direction of your shot on the green, so it's all down to some careful timing with the strength of your put.



(Left) The game features a few nice sonic touches which for most part are samples of 'thwacks' and 'plops' as you make your way across the courses. Birds chirrup happily to themselves, and, come that glorious moment when the ball finally drops into the hole, the sampled crowd erupt. It has to be said that the crowd aren`t too selective about their enthusiasm, though, and will cheer at you even if it's taken half an hour to get through one hole (quite often they cheer at you just for teeing off!). Damn. I've just lost again.

A golf course wouldn't be a golf course without a thousand nasty lakes and sand bunkers to lob your ball in, and Ryder Cup is no exception. Of course, I only did this so that I could show you what it looks like when you play like a donkey (I'm sure. - David) but should you be unfortunate enough to lose a ball in this way, you can choose to either lose a shot and play from the same position again, or take a random drop near the penalty spot.





Clicking on the 'ball with arrows' icon in the bottom control panel accesses a 'chip' menu, which can be utilised to change the way you... er, chip the ball. This is particularly useful when stuck in amongst trees as you can shoot low to clear hanging branches, or lob over the top if you're far enough back from the obstruction. It's also good for landing on the green without the risk of running past into other hazards such as bunkers or lakes.

(Below) Before any play starts, you must first select the teams for the challenge. You can either let the computer do this for you, or take over as team captain and select your own players and matches. You then take control of the top player in your team and start play. After each hole's been played, you return to this menu and can chose to jump into the shoes of your other team members and play holes for them. Obviously, the score board also lets you know how the overall team is getting on, and thanks to me going eight points down in my individual match, Europe aren't doing well at all - doh!

USA — day 3 SINGLES — EUROPE

EXIT MENU

		USA		EUROPE
1		FREDDY CARTER	3 UP	M BROUGHTON
2	HOLE 10	CALVIN BETTS	3 UP	COL MONTGOMERIE
3	HOLE 9	LUKE JACKSON	LEVEL	SAM TORRANCE
4	HOLE 8	COLIN PROCTOR	2 UP	JOSE OLAZABAL
5	HOLE 7	JACK CABLE	1 UP	SEVE BALLESTEROS
6	HOLE 6	JOCK GALLAWAY	1 UP	J HAEGGMAN
7	HOLE 5	SIMON KINDER	3 UP	BARRY LANE
8	HOLE 4	PAUL GUYVER	LEVEL	PETER BAKER
9	HOLE 3	KEVIN BEBER	3 UP	IAN WOOSNAM
10	HOLE 2	ROSS FLYN	1 UP	NICK FALDO
11	HOLE 1	TIM KLINE	LEVEL	BERNWARD LANGER
12		PAT ABLE	LEVEL	MARK JAMES

THE VERDICT

I'm going to have to be a bit diplomatic here. The Ryder Cup is a very nice piece of software and no mistaking. But what ultimately makes a good golf game? Is it the atmosphere? Pretty graphics? Nice scenery? Well, if it's any of these, then The Ryder Cup is a good golf game. If it's things like being fun to play, or really capturing the feel of the game, then I'm not so sure. Don't get me wrong — I've enjoyed playing The Ryder Cup, but when you strip it down and remove the golf-y graphics, you're really just looking at an attractive reflex tester. The main problem with Ryder's game system is that it does too much for you. It always sets you in the best position, it always picks the best club, and you don't even have to aim when you're putting. It also shows you too much of what the computer opponent is up to - allowing you to watch exactly where he shoots and how hard, and then copy it with minor changes to gain the advantage. Okay, I've been nasty, but now let me be kind. It looks gorgeous. The speed the screen updates is a million times better than in its predecessor, and the animations are all very believable. Unfortunately, though, you never really need to pay much attention to the pretty graphics and such because if you know the hole's 75 yards away and your club's maximum range is 115, you simply set the power bar accordingly and try to hit the ball as accurately as possible. Once you get the hang of it all, your reflexes will rival next door's cats, but I doubt you'll feel like you've just played a round of golf. I'm the first to admit that I'm no golf fan, and perhaps if you are you'll get a lot more out of this game, but for me, it's a nice, but ultimately repetitive reflex game. Play before you pay.

A1200

Publisher: Ocean
Developer: In-house

£25.99 Out Now

Hard Disk Installable

Joystick/ Mouse

Memory 2Mb | Disks 3

GRAPHICS 84%

SOUND 79%

PLAYABILITY 80%

LASTABILITY 79%

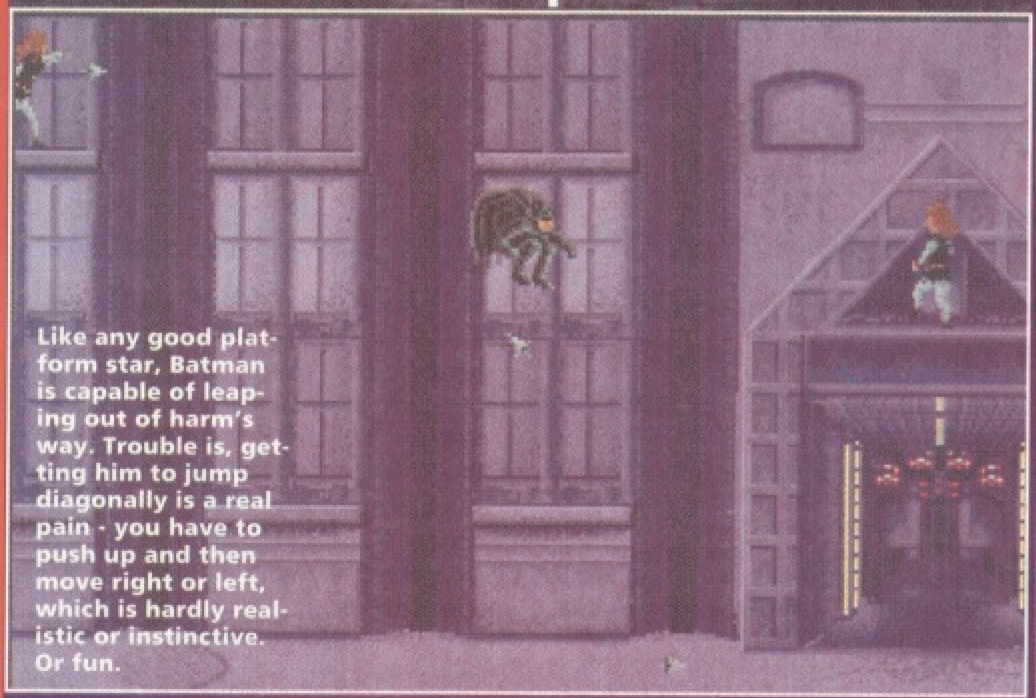
OVERALL 79%

CD32
A500/600

There will be no standard version of Ryder Cup, but the CD32 version is on its way as we speak. This version will feature the gorgeous 256-colour AGA graphics that this A1200 version sports. And very nice too.

BATMAN RETURNS

Simon 'Batman' Byron gets his teeth into Gametek's Batman 'Crap' Returns.



Like any good platform star, Batman is capable of leaping out of harm's way. Trouble is, getting him to jump diagonally is a real pain - you have to push up and then move right or left, which is hardly realistic or instinctive. Or fun.

The cave was cold but I persevered, confident that the old man in the market place was right. "Aah-harrr, me hearties," he had mumbled. "I'll tell you a tale of Pirates! Gold [apparently he was an extra in a MicroProse game]. Deep within the desert, there be a cave containing riches beyond your wildest dreams. The diamond in the rough, or something. Anyway, enter it and grab what you can."

It was becoming harder to see. Striking a match, I reeled with shock as the amount of treasure was revealed — the old man was right. Strangely, I discovered an old lamp perched incongruously atop a billion quids' worth of gold. I brushed aside the thick layer of dust, hoping to translate the inscription etched into its base and was surprised by a puff of smoke which rapidly formed a humanoid shape.

"Nanoo, nanoo," uttered the mystical figure, "seize the day, and all that crap. I'm Mrs Doubtfire and I'll grant you three wishes. Okay?"

I asked for money and he gave me a quid.

I asked for better looks and he handed me a mask.

I asked for him to ensure that the Batman Returns computer game would be a fitting tribute to an excellent film whilst still remaining a fully-playable game in its own right.

The last thing he said before his disappeared was: "Sod off — I'm not that powerful." Funnily enough, he was right. I hate life sometimes.



The best way of dealing with enemies is to smash them in the face. What this translates into in game-playing terms is holding your finger on the firebutton wile the bad guys run into you. It really isn't very exciting.

Early on, you'll come across these scary-looking blokes on bikes who tear around from left to right attempting to run you over. No problem, Bats, just leap onto that there ledge and they'll do you no harm. Hmmm, really tough, that. Later on you'll actually have to kill them. Great, eh?

A500/600

Publisher: Gametek
Developer: Dentons

£14.99 Out Now

Not Hard Disk Installable

Joystick

Memory 1Mb | Disks 2

GRAPHICS	37%
SOUND	30%
PLAYABILITY	28%
LASTABILITY	25%
OVERALL	29%

THE VERDICT

There are certain crimes against gameplay which you just can't forgive. Convicted offenders include Super Sports Challenge, Dangerous Streets and Tornado, and they're all currently serving life in a top security prison. Unfortunately (and it really pains me to say it), Batman Returns is about to be banged up with them, because this film conversion is nothing short of crap. In some ways it's very similar to Fatman — only worse. In fact, I think that even Fatman's dire control method is an improvement over this load of plop — at least you could jump diagonally in that game.

The film's moody atmosphere isn't conveyed in any way. Yes, some of the backdrops are quite moody, but the sprites bear little or no resemblance to their celluloid counterparts and Batman himself looks more like Gitman. When you consider that Ocean's conversion of the first film was infinitely more playable than this (and it had 3D bits in it), you have to question the sanity of those responsible for messing up Batman Returns so badly. Why are you doing this to me, Gametek? Did you purchase the licence out of spite so that you could force me to humiliate myself in front of The One's readers? Well, I hope you're pleased with yourselves. And I hope you don't intend to retire on the profits you're not going to make from this embarrassing, embarrassing game. Sob.



Batman certainly won't be returning to these pages, thank God, because there are no plans for an A1200 or CD32 version. Great.

INNOCENT UNTIL CAU

I believe that I can relate to this plot. I was once the proud owner of a shining company car and used to get paid enough money to not only eat on a regular basis, but to afford accommodation above the level of 'cardboard box'. Ah, happy days they were — but I gave them up gladly just for the chance to work with David and Simon.

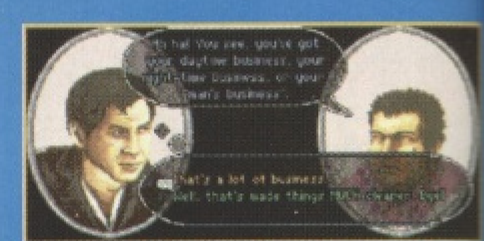
Now call me foolish, call me irresponsible, but I was under the impression that when you stopped receiving decent pay and gave back your car, your tax contributions would in some way reflect this (silly of me really, I suppose). But here I am anyway, not only living off luncheon vouchers and coins found in the gutter, but being taxed as if I am in fact Paul McCartney.

Jack T. Ladd is in a similar position (i.e. owing the tax people an enormous amount of money), but the tax office of the future, the Interstellar Revenue Decimation Service (IRDS), is a bit more blatant than that of today. While today's tax office will just take your money without any notice, the IRDS will offer you 28 days to make the payment or face death. In that order. All goods belonging to your family and friends for the following 15 generations become the property of the IRDS and, in general, you're stuffed.

So where does this leave you? Well, plough through the 31 pages of 'humorous' text in the manual and you're left with the task of guiding Jack across several different planets as he tries to raise the necessary cash before the 28 days are up. You have a number of objects to find and use, and a number of bars to frequent filled with characters to interact with.

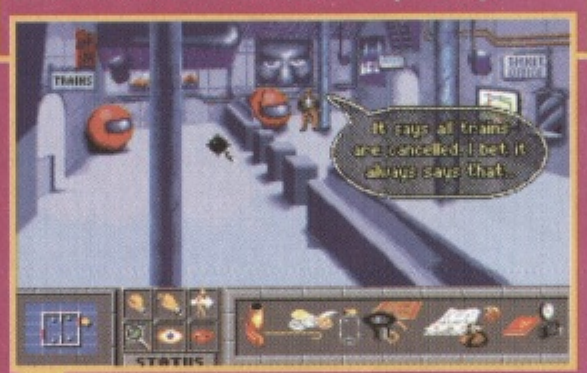
So with that, put on your best point-'n'-click trousers and never forget Jack's three steps to success: (1) never wear a watch in bed; (2) always wash behind your ears, unless to don't want to; and (3) if a policeman isn't corrupt, he's stupid and if he isn't stupid, he isn't a policeman.

Jeez! I hope the game is better than the manual!



Hang on! What are Harrison Ford and Bob Dylan doing here? Oh well. The conversations rely on the standard 'pick a line, any line' system. To initiate a conversation, you simply click over someone with the 'mouth' icon and they'll have a chat with you. Unfortunately, the game sometimes allows you to talk to irrelevant people, which can lead to tons of painful and fruitless conversations listening to poor gags. Ha-ha, they're so funny. Ha-ha. No. Don't. I've wet 'em.

The Subway is the best way to travel to more distant areas of the game. This shot also gives you an idea of how 'busy' the inventory can get. Inventory objects can be used on each other (i.e. using silver foil on a coin produces a fake token) though, as you might imagine, it's a bit hard to do this if you can't see what you're carrying! By the way, note the auto-mapper in the bottom-left corner of the screen — very handy.

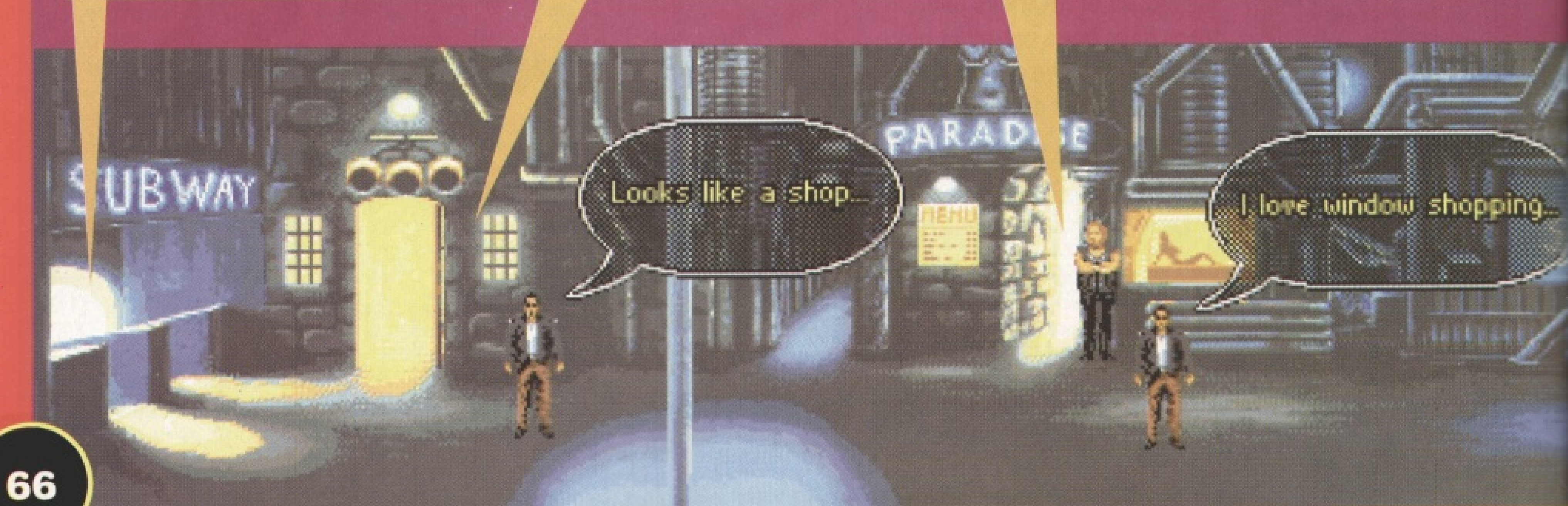


It's often hard to work out which objects are needed and which are just set dressing. The easiest way to deal with this problem is to move the eye icon over the screen — as it passes over useful objects, a description will appear underneath the enlarged view at the bottom of the screen. Then, by switching to the lens, Jack can examine the object and the hand icon can then be used to pick it up.



A great deal of IUC's gameplay is based upon the Dizzy theory of giving people what they want. A quick conversation with the head, er, 'lady' of this house of ill-repute reveals that if I return her pawned vase, she'll give me something in return. Phwoar! Unfortunately, she's more likely to give me a strange object that someone else wants, who in turn will give me... and so on and so on. I think you get the point.





A game about a thief who's hunted by the tax office? Matt Broughton would appear to be the only person able to comment realistically on Psygnosis' latest adventure. Unless he's already stolen our copy of the game that is.

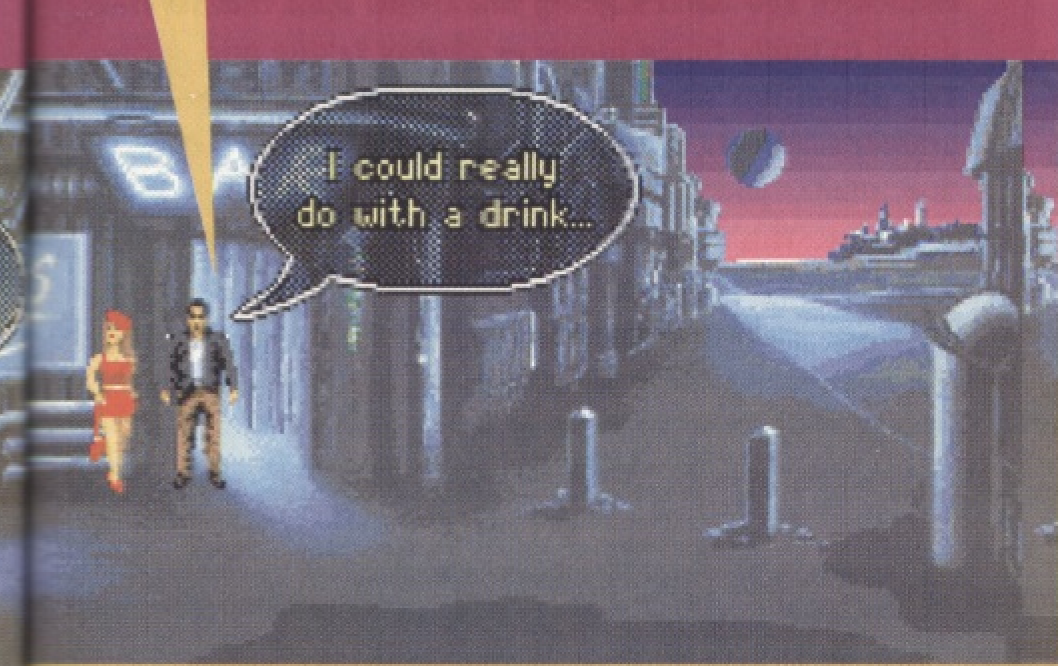
GHT



IUC plays over a fair number of locations, some of which can be walked to, some of which must be travelled to via the Subway system. You actually need to have created a token to travel, but once you do you're entitled to free travel from then on. It's as simple as it was in, say, Flashback – just jump into a waiting train and jump out when you arrive where you want. Note the little 'walking man' icon over the bench. This is the general cursor that's used to direct Jack around the screen and from location to location.

At certain points the game will treat you to a set-piece animation which will typically result in you receiving a handy object by some tenuous means. Here, just by buying a drink I've managed to start a sequence where some mobster types have a huge row and kill each other, awarding me with a deflector ring. Fortunately, these sequences can be skipped — although you're advised to watch them the first time round.





THE VERDICT

Erm, yes. Not bad, I suppose, but not great either. I'm left a bit confused here, because there seem to be a number of silly elements in this game that really spoil it, this first being the mouse control. For some reason, even though the general speed of the game is good and the animations run at a decent pace, the mouse cursor seems to suffer from some sort of defect. It judders around the screen, and considering how fiddly they've made picking up an object makes performing any action about as unbearable as it gets. Though in some instances your cursor is quite obviously over the required object, the game still doesn't recognise it as being there. This means that you end up using the 'eye' to position the cursor until you get a text description (not as easy as it sounds with this cursor, believe me) and then trying to freeze your position until you can switch to the pick-up icon and collect it. In general the main graphics are good and the animations are decent, but I'll make no comments about the sound other than saying that I bet you'll turn the music off after a couple of minutes and play the game in silence. The conversations are fairly enjoyable, and though the humour doesn't always quite make the grade at least you get to see some faces and feel like you're dealing with different characters. The puzzles are of a medium difficulty, but they're all a bit too 'straight' for my liking. By this I mean that someone will tell you what they want, you'll go and find it and then give it to them. They'll then give you something that someone else wants... and so on. Though I realise this is the basis of all adventures, you're just more aware of it in this game for some reason. Ultimately, this isn't a bad game by any means, it just seems to lack the sheen of quality that Simon The Sorcerer or Beneath A Steel Sky has. Still well worth a look if you enjoy adventures, though.

A500/600

Publisher: Psygnosis
Developer: Divide By Zero

£34.99 Out Now

Hard Disk Installable

Mouse/ Keyboard

Memory 1Mb | Disks 10

GRAPHICS	82%
SOUND	79%
PLAYABILITY	70%
LASTABILITY	78%
OVERALL	79%

A1200 **CD32**

The game runs more smoothly on an A1200, but there are no plans for A1200 or CD32 specific versions as yet. Of course, I could be wrong. But then again... (Oh shut up! — David.)

DOOFUS



Having just had his nan's Jack Russell follow him around for a month, Matt Broughton would seem to be the only one qualified to look after Prestige's little pup. SIT AND STAY!



Here we a see a general shot from the game, with me taking out a pesky flying thing with my balls (!) while my faithful mutt catches up with me. Doofus always lags a second or so behind, so make sure that when you avoid an obstacle you time things so that Doofus doesn't then jump straight into whatever it was you've just got past. Stupid dog. DOWN!



Here's us enjoying a moment of invulnerability as we travel above the world in a soap bubble. This is just one of the six power-ups that can be found in bottles along the way, or bought from the shop (inset) at the end of the level using coins collected from dead nasties.

The creators of Doofus - Prestige - are a German company, and I'd like to thank them personally for one of the most appalling bits of manual translation ever. My personal favourite sentences include such gems as (to be read in a poor German accent) "Tim was playing with his football and suddenly there was a big bang and he got a pass out" and "But at least there was also Doofus, his faithful, but also a bit clumsy dog with him, and he has proofed more often that he can find the way home even better that Tim himself." Pretty good huh?

Anyway, after much head-scratching I managed to deduce that Tim and his dog Doofus have been mysteriously teleported to a strange world and must now find their way home. You take the role of Tim, of course, who must run and jump across the platform-laden terrain followed by the ever-faithfull Doofus copying your actions a few seconds behind.

Should you or Doofus come in to contact with any of the strange animals that roam the land, a life will be lost. There are also a number of abysses to fall down, not to mention man-traps and spikes that will all result in death if touched. The land is also littered with collectible goodies, some which award bonus points and others that bestow Tim with weird powers.



As you cross the levels, you'll come across a number of doghouses which, when entered, allow Doofus to enter a bonus round. It's a bit of a trolley dash, and you only get about ten seconds to grab as many potions and bonuses as you can. Head for the exit before the time runs out and then it's back into the main game - armed with all your lovely new toys.

Some of these powers are plain annoying, like the reverse control effect which can make the platform hopping particularly hair-raising, while others offer more beneficial treats such as bestowing Tim with the ability to send baddies to sleep, blow everything up or make Doofus invisible.

Even when not magically gifted, Tim still has the ability to shoot nasties and, by collecting the coins left by slaughtered baddies, can save up enough cash to buy more power-ups from the shops found at the end of every level. It's all good old-fashioned platform fodder, so grab your stick and let's be off!

THE VERDICT

When Doofus first came in I gave it a quick play and was pretty impressed: the graphics were cute and colourful and the gameplay seemed nice and simple. However, the problem with Doofus, which you discover after playing it for a while, is that it never really develops, with each level pretty much the same as the one before, only with harder areas to be negotiated and a few more bad guys here and there. Graphically the game also suffers from similar problems to Flair's Oscar, i.e. there's too much colour and detail. You won't often find me complaining about getting too much detail, but in Doofus the screen typically looks plain messy, with the tiny sprites getting lost amidst the gaudy screen furniture. As you trundle through the twelve levels there are no major graphic or gameplay changes (apart from the occasional appearance of snow-covered platforms later on) and everything starts to get very repetitive very quickly. The difficulty level of the game is pretty tame, with most of the deaths being caused by you running into situations too quickly, leading your dog into some trap before you've really had a chance to see what's going on. Other than that, it's all down to badly-timed jumps or clumsy falling into water. The power-ups work quite nicely, with some interesting graphical effects, but again, once you've seen them a few times, you lose the 'What else is there to see?' incentive. This is a cute idea and a cute game that ultimately lacks any lasting appeal — complete the first level and you've pretty much completed them all. A nice try, but one that only just makes it past Average.

A500/600

Publisher: Prestige
Developer: In-house

£TBA Out Now

Hard Disk Installable

Joystick

Memory 1Mb | Disks 1

GRAPHICS	63%
SOUND	61%
PLAYABILITY	58%
LASTABILITY	51%
OVERALL	53%

A1200
CD32

There's nothing going on but the rent as far as A1200 enhancements go, and to ask whether it will be appearing on the CD32 would seem a bit pointless really. So move along please, there's nothing to see here.

PROFESSIONAL
FOOTBALL MASTERS 4
VERSION

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Team : Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

Club : Sponsorship, Ground improvements, View opponent, Finances

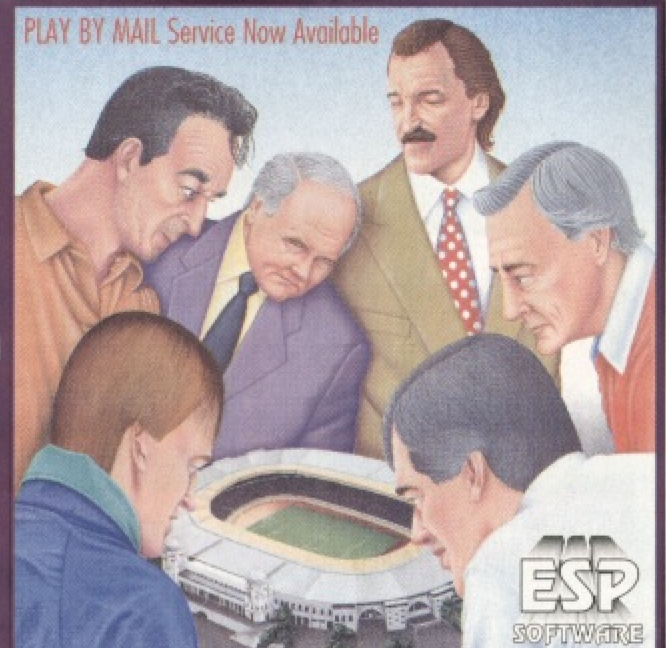
The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

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Scottish : Dedicated version details available upon request.



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WRESTLING MASTERS

CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.



- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.
- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

ORACLE

You could have won £44,836 with this HORSE TIPSTER Utility.

Open National Tipping Competition 1991 : Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public.

Winnings Statistics : 104 wins out of 166, as from 2/6 to 1/9/93.

Formula : This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments!

Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system.

Inside Knowledge : Plenty of unique hints from contacts in the know.

User Friendly : No racing knowledge required, easy to use, tutorial book.

Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers.

Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25.

Price Increase : Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS
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WINTER OLY

Strap some skis to his belly and you ought to see David 'The Lark' Upchurch go. A

Look, don't call me unpatriotic — after all, I like to wear a too-tight Union Jack T-shirt, sing 'Land Of Hope & Glory' and mindlessly abuse the French as much as the next man — but you've got to admit that Great Britain's contribution to Winter Olympic Games past has been less than memorable. You don't agree with me? Alright, then — shout out the name of the first British Winter Olympics sportsman or sportswoman who comes into your mind. Come on, come on...

Sorry? What's that? Torville and Dean? The Torville and Dean who scored an incredible nine perfect sixes and won a Gold Medal in the 1984 Games? I'm sorry but they don't count — after all, can mincing around an ice rink like a couple of extras from Holiday On Ice really be classed as a sport? I don't think so.

Ah, that's more like it - Eddy 'The Eagle' Edwards. Who can forget cringing with embarrassment as the bespectacled geek made a complete laughing stock of himself and his country with his shambolic ski-jumping performance at the '92 Games? Not I. (Actually, I wonder what he's doing for work now? Come to think of it, Simon started here not long after. And he wears glasses too. Hmmm...)

So you see, not a lot to be proud of is there? Of course, by the time you read this the XVIIth Olympic Winter Games at Lillehammer in Norway will have drawn to a close and you'll know precisely how well Great Britain fared. And who knows? Maybe our Olympic Team came home clutching a treasure chest of Gold Medals. But somehow I doubt it.

Never mind, though, because with US Gold's official Winter Olympics tie-in you can use your formidable joystick skills to win a result for Britain that we could never hope to achieve in real life. The game offers you and up to three chums the chance to compete in fourteen disciplines spread over four categories. As sports games go there are no real surprises here and... well, why don't you move on to The Verdict for the rest? You know you want to really.



(Above and left) The Biathlon is a test of endurance and skill. Well, in real life it is. In the game it's a matter of waggling the joystick like crazy to get your bloke from firing range to firing range as fast as possible (left), cutting to some wrestling with a wobbly gunsight as you try to shoot targets (right). Each target missed adds an extra minute to your overall time, so be careful. The Biathlon is played in several stages, and during the full Olympic tournament you return to it between each of the other four events.



(Left) Meet Håkon and Kristin, the official mascots for the XXVIIth Olympic Winter Games and your hosts on the main menu. From here you can select the number of players to take part, input their names, nationalities and preferred control methods, and also choose between competing in the full Olympics, featuring four events punctuated by the Biathlon, or a mini-Olympics, where you get to pick the events to participate in. Alternatively, if you don't feel like you're quite up to competitive level yet, you can just select an event and practice it.

MPICS

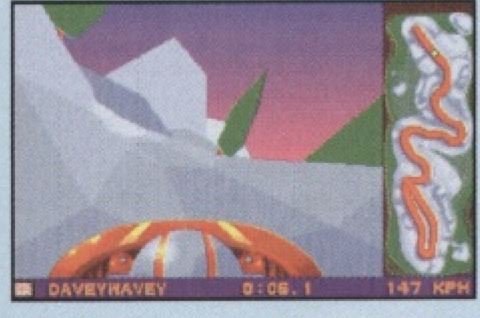
prime candidate to review this, then.



(Right) There are a number of skiing events, namely the downhill, Super-G, Slalom and Giant Slalom, but they all play in a similar manner. Viewed from an angle just behind the skier, the task is to get from the top of the snow-covered mountainside to the bottom as fast as possible while nipping through any 'gates' (indicated by two red flags) encountered along the way. If you've played anything remotely similar in the past you'll know what to expect here.



There are two ski-jumping events, on at 90m and one at 120m. Your task here is to maintain speed down the ramp by keeping your skis straight (shown at the bottom-right screen) by moving the joystick left and right and then, once in the air, to hold a graceful profile by moving the 'stick up and down. Your final aim is to land without making a mess. Points are then awarded according to the length of the jump and the style with which you performed it.



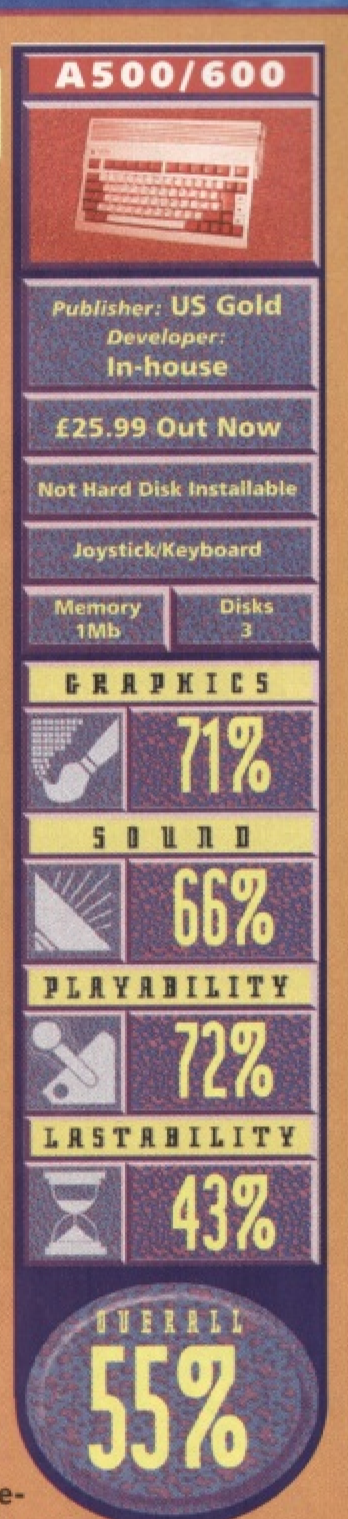
No winter sports game would be complete without a bobsleigh event. The key to success here is to maintain the 'best line' around the track by altering your sleigh's height as it careers along the straights and the bends — the helmet of the bobsleigher will help you out by tilting to indicate if you're moving seriously off-line. You can also participate in the Luge, which is similar to the bobsleigh except the competitor rides around on top of a big tea-tray. Or something.



There's yet more frantic joystick-waggling action in the speed skating event. This is actually quite tricky to play as you build up speed by waggling from left to right and steer by holding down fire and moving left and right, which can all get quite confusing in the heat of things. This is the only event that can be played by two players simultaneously, with the screen vertically split down the middle giving each competitor their own individually-scrolling play window.

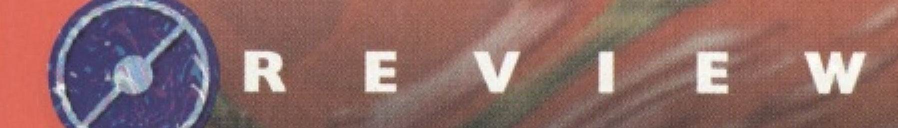
THE VERDICT

The main problem with Winter Olympics is that it's the sort of thing you've more than likely seen before... around about four years ago, to be precise, a time when the Commodore 64 was the machine to aspire to, 128K seemed like more RAM than you'd ever need, games came on multiload cassettes and an American company called Epyx ruled the sports sim seas. But while the Epyx games were acclaimed as greats in their day, I doubt they'd cut the mustard with today's far more sophisticated gamesplayer. And neither, unfortunately, does Winter Olympics. Graphically it's about as pretty as you could hope for given the obvious palette limitations of such a snow-bound setting. The animation of the player's sporty alter egos, however, is barely more than adequate at the best of times, becoming plain terrible at worst — in the Biathlon your bloke doesn't move a muscle when he fires, which is hardly realistic. Sound is equally disappointing, especially the sound effects which are sparse and pretty crap with it. This would all be bearable if the playability was top-notch but this just isn't the case — each event is simplistic in the extreme and success depends as much on furious joystick waggling as actual skill. Even on the hardest difficulty setting I doubt it'd take anyone with a strong wrist long before they have Gold Medals coming out their ears. Of course, the argument with this sort of game is that it's not intended to be played alone but against a gang of mates. Fair enough, but given the volume of top two-player games about, such as Micro Machines, Skidmarks or good ol' Sensisoccer, you need more than a so-so rehash of very old ideas if you hope to compete. Sad to say, Winter Olympics doesn't even qualify.



A1200 **CD32**

Things move a bit quicker on the A1200 and there are more objects 'whizzing' by on the skiing sections, but other than that it's the same game by and large. There are no A1200- or CD32-specific versions clogging up US Gold's software pipeline.



WHEN TWO WORLDS WAR

Matt Broughton gets one whiff of power and runs around shooting people without remorse thanks to Impressions' strategy release. Well, all's fair in love and war!

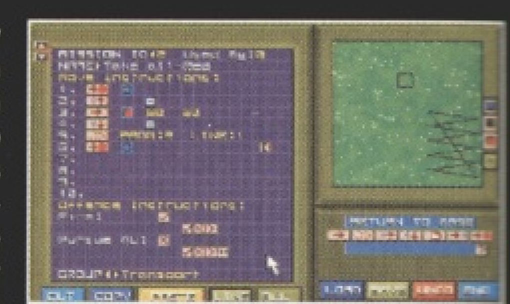
War. Huh. Good god y'all. What is it good for? Absolutely nothing. Well hang on — now that I think about it, it's very good for games, so I guess that's the last time I'll be using that old lyric on this page. Yes, one look at the screenshots should tell you that in When Two Worlds War it's time to sit back and prepare for some big time killing - and I don't mean pouring boiling water on ants.

Set in the year 2121, you are to take the rather superb position of controlling a huge amount of one planet's resources. These funds are to be poured into a major war effort against another planet that, funnily enough, is simultaneously doing the same thing. You control things remotely through a powerful workstation and can involve yourself in the design, construction and piloting of a number of military units (referred to as MUs), as well as in the creation of a number of power bases, mines, farms and laboratories across the globe.

As your military might grows, you can divert funds into improving the tech levels of your research to build bigger, better and all-round nastier weapons and MUs, until you eventually reach the stage where you feel strong enough to send your fidgeting troops off into space (where they can engage the enemy in battle) and ultimately on to the enemy planet to cause as much damage as possible.

In action, the MUs can be controlled by direct intervention, or by using a series of set 'missions' which have been preprogrammed into a library. At any point you can call up a specific mission (e.g. one that sets an aircraft on a patrol course, or perhaps send a space cruiser to the enemy planet) and assign it to any MU in action. These missions can also be programmed from scratch using a simple icon-based programming language, or by using a clever 'Q&A' system that creates specific missions based upon your answers to a number of multiple choice questions.

The player can also choose to play the game in real-time or as a turns-based game, with set actions using up a set number of days in each of the 'months' that the game is played in. Come on... let's get killing.



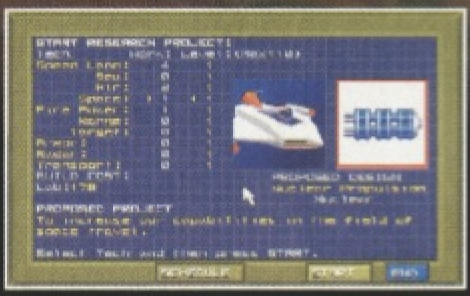
If you can't find a preset MU mission to suit your needs this is where you can make alterations to the mission 'programs' as well as create your own from scratch. The icons in the bottom right are simple building blocks such as 'Goto' or 'Search For', and can be pieced together along with specific co-ordinates to create lines of instructions that can then be issued to any of your MUs. If the mission is of a 'patrol' type, the path will be shown in the strategic display screen allowing you to check your coordinates as you go.



When it comes to viewing the action there are a number of screens at your disposal. By sacrificing some of your option panels you can increase the screen to double its normal width, and then by dropping the magnification you can move out to this more tactical view. The displays are more simplified, but it allows you to view a vast area of the planet's surface and keep tabs on all the enemy and friendly MUs moving across it. You can still take control of units at this scale, and it's particularly good for planning the positioning of your facilities.



Once the enemy start to appear on your planet you can either pick 'Seek & Destroy'-style missions for your MUs or, easier still, take direct control of them. In the latter case you select MUs and a destination for them, and the computer will set-up a 'pathway' to the target. Should you click on an enemy unit, however, a 'Pursue?' query will appear, which can be clicked in the affirmative to send your lads into battle.



You start with a fairly basic level of technology, but by building Sci-Lab facilities you can create a research department and set them off in any direction you fancy. By setting up a schedule of priority, you can develop anything from your weapons' ranges to your land-based MU's efficiency over different terrain. Research can only continue if you have enough labs set up, as each 'project' takes up a certain amount of each Sci-Labs' time and effort.



Once you've set your Sci-Labs onto a particular area of research, time will pass and discoveries will be made. As new tech levels are gained in certain areas of science (here, for example, I've moved a level forward in air-speed capabilities), reports will interrupt play and inform you of the good news. You can now go and add your new-found wonders into the MU designs that you've been using up until now.



You won't get very far without any military units (MUs), so one of your first priorities must be to build up some decent-sized squads. There are a number of different vehicles at your disposal, including subs, spacecraft, air fighters (shown here) and land-based vehicles. As your technology level improves, you can bolt new features onto these 'Mark 1' models as they become available.

(Right) You can set the game parameters as specifically or as vaguely as you want using a series of Q&A menus, and then by altering specific elements such as 'How many MUs should each side start with?' and so on. Once you've finished setting the game up, the machine will analyse the two side's chances and give you a opportunity to equal things up or give an advantage. Here you can see that KIAI have a huge advantage over HITLER, which may sound good, but in honesty will lead to a fairly boring game.

(Below) The constant building of research and manufacturing facilities is crucial to your success, but before you build, you need to conduct a survey of the area to find the most suitable location. Sci-Labs are best suited to the desert, while power stations will be more successful in the ocean. Your war effort will grind to a halt unless there are enough resources so don't neglect them.



THE VERDICT

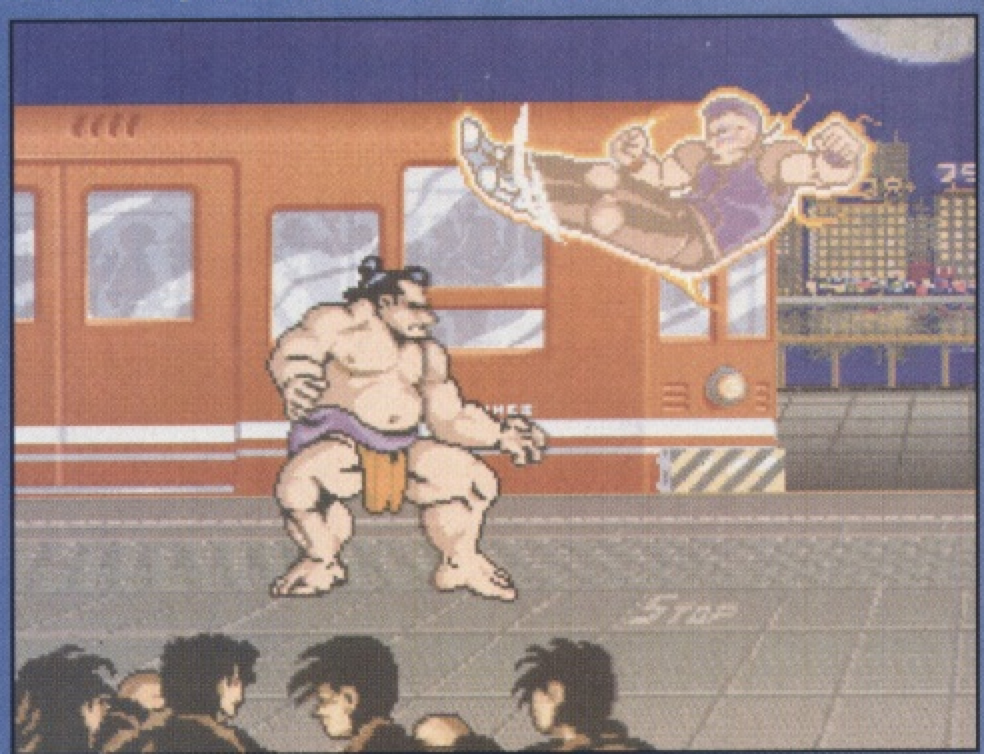
Well, it took me a while to get into it, but I must say that W2WW is a very satisfying strategy romp — it's just a shame it takes so long to find behind the basic, unappealing presentation and the primitive, less-than-friendly control system. You'd be advised to stick at it, however. Although the player interface is not exactly easy-to-use, once you get the hang of it you are rewarded with a good level of control over your bases, factories and MUs - even more so once you start creating your own missions. Thanks to the extremely flexible starting options, which let you alter the amount of equipment each side starts off with, you can create a game that gets moving pretty quickly - a boon to people like myself who don't want to spend hours building up armies without even a whiff of a scrap. And while the temptation to use these options to give yourself a huge advantage is never far away, you'll find you'll enjoy the game more with equal sides, especially as the computer intelligence offers a well-balanced level of difficulty. If I wanted to criticise the game in any particular area, it would have to be levelled at the sound (which is pretty 'nothingy' for most of the game) and the general game graphics (which are just a bit plainer than I think they could've been, although the way that upgraded MUs 'evolve' in appearance is nice). The overall effect of controlling things from a workstation is pretty well done, and you do get a real feeling that you ARE controlling all these little people who are just dying to... er, well... die! Despite the aforementioned weaknesses, W2WW is good fun, even for non-strategy fans.



A1200 **CD32** There is an A1200 version of the game out and about with enhanced graphics and the obvious speed improvements. T'other than that I've nothing to tell you, I'm afraid.

TUBE WARRIORS

Everybody was Kung-Fu fighting, apparently. In fact, they were doing anything to avoid playing Dynabyte's new beat-'em-up. David Upchurch belts up...



(Above) Each fight takes place in a different station around the city. It's possible for the fighters to hop between the near and far platforms, but it's not exactly easy to do or, to be honest, worth the effort.

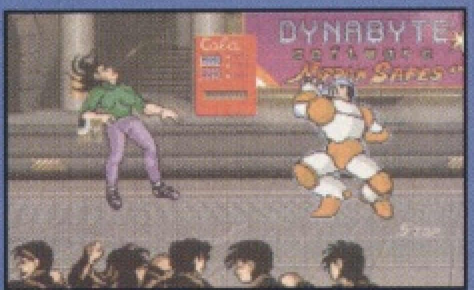
Living in London, as I do, I occasionally have to travel on the Underground. I try to avoid it if at all possible — typically it's only when the Rolls has broken down or my private helicopter is in for a service — because, to be frank, I don't enjoy it.

I don't think I've ever had what could be accurately termed a 'pleasant' journey on the Tube. After all, what's 'pleasant' about being jam-packed into a tiny carriage with your face pressed into somebody's sweat-riddled armpit, having to fend off money-hungry buskers and alcohol-soaked tramps? Nothing, that's what. The final insult is that you have to pay through the nose for the privilege!

But enough of my ranting. What it's all building up to is that Tube Warriors, the latest release from Dynabyte (the Italian developers of the entertaining Nippon Safes Inc.), is a beat-'em-up in the Street Fighter 2 mould set inside a series of tube stations.

Bizarre, eh? But true. According to Dynabyte, all the world's rock-hard geezers and geezesses like 'Going Underground' — and by that I don't mean that they're big fans of an early 80s Number One by The Jam — when it comes to sorting out who's the rock-hardest of all.

It's all pretty standard stuff, with the usual array of weirdo fighters, special moves, exotic fight locations and so on. In fact, if you've played any beat-'em-up released in the last couple of years you'll know exactly what to expect. What you won't expect, perhaps, is that Tube Warriors is arguably the worst Amiga beat-'em-up. Ever. For the reasons, read on...



And in the red corner... Each character has a special move that's accessed by holding down fire. However, it takes so long to activate that your opponent will normally have floored you before you have a chance to use it.



You can only choose which characters you want to be in two-player duel mode. As you can see from this shot, the graphic quality is top-notch. Ahem.

THE VERDICT

Isn't life full of surprises? Last month, there was us thinking that Flair's Dangerous Streets had to be the last word in awesomely awful beat-'em-ups but no! — here comes Tube Warriors all set to make us rethink just how bad games can get. The big pity with Tube Warriors (and Dangerous Streets, come to that) is that the basic engine for an excellent Street Fighter 2 clone — or even a perfect conversion of the coin-op itself — is in place. Trouble is, it's obvious that having written it the programmers have no idea what to do with it. The backdrops, for example, move as nicely as any in Street Fighter, with loads of top foreground and background parallax effects, but they're just so drab and unexciting to look at. Likewise, the fighters are poorly drawn (something of an understatement, to be honest) and stiffly animated, but they bounce around swiftly enough. Now I could live with ropey graphics if the gameplay was any good but, to be blunt, it's a mess. The joystick control is sheer crap; if you simply want to walk left and right you have to make the character take each step by tapping the joystick in the required direction, so you can imagine what a nightmare the combat moves are to pull off. There are many other things I could go on about — the crude presentation, the fact that you can't choose your character in one-player mode, the duff sound — but I think you get the idea. I took this home to review over the weekend and even my girlfriend, who still thinks Space Invaders is advanced computer entertainment, recognised it as crap. Stay well away for fear of contamination.

A1200

Publisher: Dynabyte
Developer: In-house

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GRAPHICS	38%
SOUND	40%
PLAYABILITY	20%
LASTABILITY	20%
OVERALL	21%

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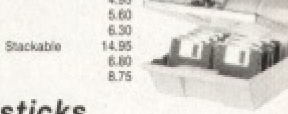
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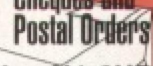


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SNAPPER

France for £1! Holidays for £8.50! Just two of the offers you won't find within The Sun's first computer game, as Simon Byron discovers...

Life, some would say, is better in The Sun. Others, however, would argue that the paper is a scurrilous, seedy rag which stops at nothing to humiliate prominent public figures by digging up sordid 'skeleton in the cupboard' stories that pander to the lowest public tastes. Let me say that i certainly wouldn't — but hair-deficient pop maestro Elton John might.

The Sun has previously highlighted the alleged dangers of computer games so it seems strange for the paper to be endorsing one themselves, but that's exactly what's happened here. Snapperazzi, the The Sun's first foray into the exciting and glamorous-world of video entertainment, has been designed by two of the paper's employees who have handled the computer games section in the past.

You play Snapperazzi, a news alien from planet Dirt whose job it is to journey across the galaxy taking pictures of various news-worthy beings. These snaps are worth increasing amounts of cash, without which Snapperazzi can't survive. Along the way there are wacky creatures out to reduce your health points or nick your cash. If you run out of either, Snapperazzi is sacked from The Sun and forced to spend the rest of his life being a nauseating git writing a celebrity gossip page.

If nothing else, The Sun's self-generated publicity for Snackerazzi should translate into a colossal amount of sales as the more gullible readers take their comments as Gospel. But that's the power of the media for you. What you, the discerning Amiga owner, wants is an easy to digest and brutally honest appraisal of the game, which is what you'll find to just over there to your right.



Money makes the world go around, as I'm sure you're more than aware, so it comes as no surprise to discover that Snapperazzi's main goal in life is to bank as much dosh as possible. There are plenty of gems to collect along the way, increasing Snap's supply of readies.



To leave a level, Snapperazzi needs to take pictures of the resident megastars. However, film is in limited supply so you need to keep an eye on the total and collect more if necessary. Whenever you lose a life, the level's film stock is reset so you should never be too far away from a top-up if you're running low.



The problem with mopping up the gems is that they aren't really that valuable. A better policy is to take pictures of the various coloured stars which populate each level, all of which are worth varying amounts of money.

Whenever Snapperazzi runs out of cash he loses a life. The main finance-draining culprits are shops which rapidly reduce your collateral and these platforms - you can land on a smiling walkway without any worries, but as soon as the faces turn sour your cash depletes quicker than Dave's in a sweetshop.



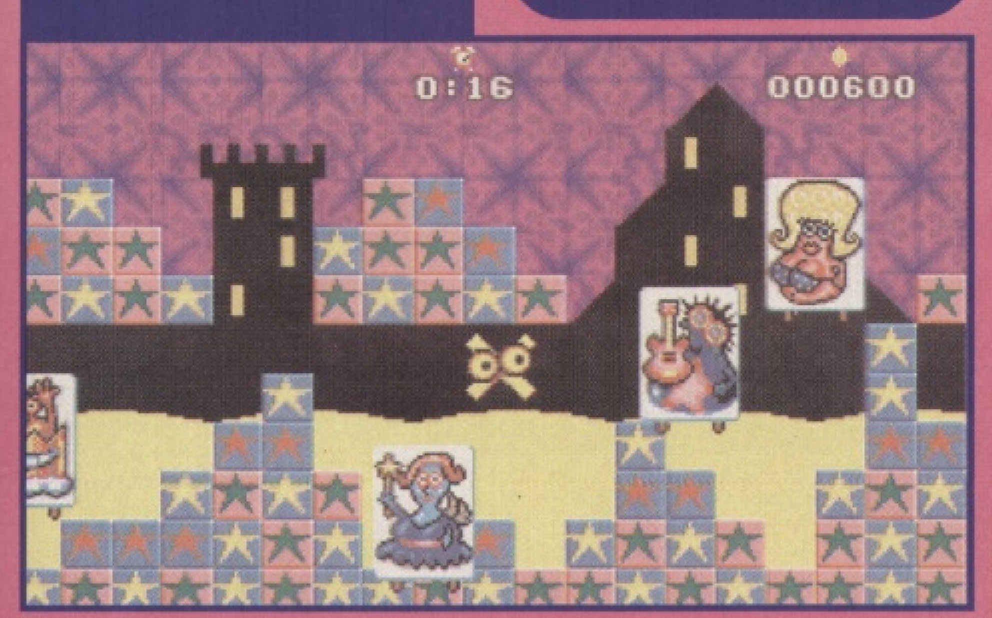


RAZZI



Sub games pop up from time to time to provide a brief respite from the platforming action. From what I can can gather, there are fourteen of these to discover, ranging from Tip-Top Tennis (bat the ball at the Page Three, er, 'beauty') to something called Petris (can't for the life of me think what that's based on).

No platform game would be complete without a few enemies and Snapperazzi is no different. Some give chase on sight while others are content to mill aimlessly around without much purpose in life. Each time a foe brushes past, you lose some energy and whenever it reaches zero you go one life down. First aid kits can be discovered throughout every level, increasing Snap's health supply.



The Sun recently proclaimed that Snapperazzi's colour-cycling backgrounds are innovative and technically stunning. It couldn't be farther from the truth — we've seen this effect umpteen times before. In a caring, sharing kind of way they've made this garish effect optional, so epilepsy sufferers needn't worry.



THE VERDICT

Well, I'm more than surprised. I think everyone fully expected Snapperazzi to be the biggest pile of steaming excrement this side of Dangerous Streets, but thankfully it appears that this is not the case. Don't get me wrong — there's no way Snapperazzi is going to pick up any awards this year, but it's moderately enjoyable and quite a challenge to boot. The Sun has extensively covered the game since its conception and frequently proclaimed that Snapperazzi includes 'exciting and original gameplay', but, as I'm sure you have gathered, this is perhaps just a little economic with the truth. There's nothing here which we haven't seen countless times before and in terms of presentation there's a great deal lacking. Many of the game's features are shoddily implemented and reduce the game's overall credibility. For example, there are better and more noticeable ways of informing the player that he's collected the required amount of Chewits than just flashing the side panels - not the most player-friendly game feature in the world. Also, some of the game's hazardous platforms are a tad inconspicuous at first, meaning that you'll spend some time trying to work out exactly why you died at a certain point. When all's said and done, there's no way in the world that I'd give this the big thumbs up The Sun is expecting, but it's not a bad little game and certainly nowhere near as bad as everyone feared. So phew-ie for that, then!



A500/600



Publisher: Alternative Software
Developer: The Sun

£19.95 Out Now

Not Hard Disk Installable

Joystick

Memory 1Mb | Disks 2

GRAPHICS 52%

SOUND 45%

PLAYABILITY 63%



LASTABILITY 58%

OVERALL 58%

A1200
CD32

It's highly unlikely that the game will be revamped for an A1200- or CD32-specific release, so I wouldn't hold your breath for it.

SNAPPERAZZI

DRACULA

In another of his hilarious food-related misunderstandings, David Upchurch thought you killed vampires with 'steaks', which explains why he was so keen to review Psyggy's movie tie-in. Fat idiot...

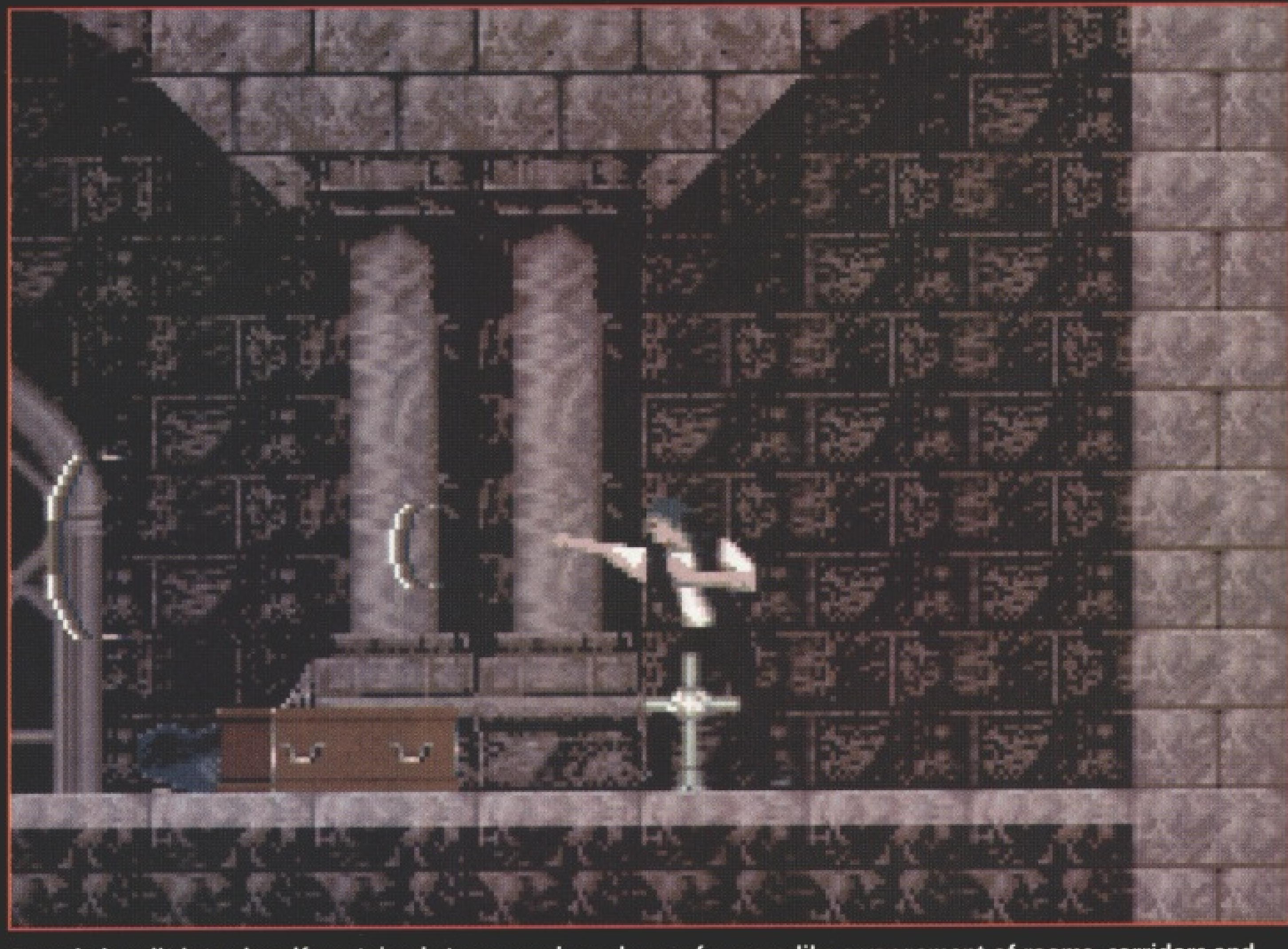
It's now over a year since legendary movie director Francis Ford Coppola — the man responsible for such classics as Apocalypse Now, The Godfather trilogy and, er, Ticker — unveiled his highly-stylised version of Bram Stoker's classic horror novel. With its emphasis less on the tale's horror elements and more on its romantic aspects, it was a unique, if flawed, Gothic vision and, as such, perhaps not the most likely candidate for conversion into a computer game.

Dracula was released onto the Mega Drive and Mega CD towards the end of last year to a frosty — some would say hostile — reception from the console mags. And, I'm afraid to say, it's unlikely the greetings from the Amiga press will be much warmer.

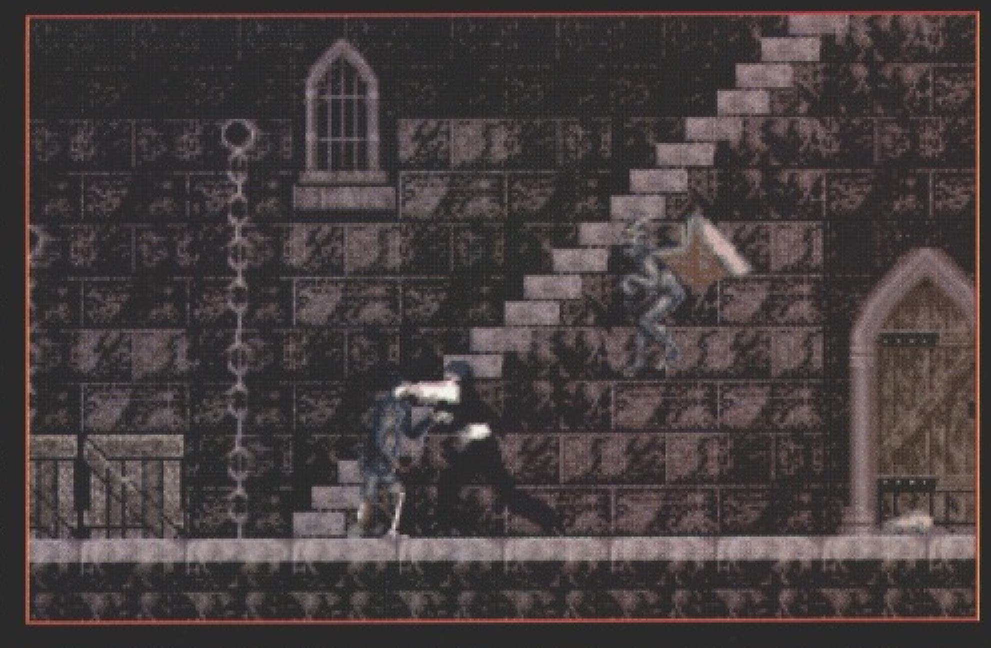
Agreed, Dracula was never going to be easy to turn into a game, so full marks to Psygnosis for trying. There are rather fewer marks awarded, however, for the actual execution. (This is beginning to sound like a school report form!)

The game is essentially a very simple arcade adventure. You are the young hero Jonathan Harker (you may remember him as the character played by swoonsome Keanu Reeves, who had obviously borrowed Dick Van Dyke's English accent from Mary Poppins for the duration of filming) and it's your task to journey to Transylvania, infiltrate Dracula's castle, locate the blood-sucking demon and end his reign of terror. And you'll probably get to snog Winona Ryder too. (Yes please! — Simon.)

What this epic quest boils down to is a lot of wandering around horizontally-scrolling passageways, collecting useful objects and using them elsewhere whilst fending of Dracula's never-ending supply of minions until you eventually face-off against ol' Big Teeth himself. To be honest there's so little to the game that I don't want to go into detail here, or else I won't have anything to write for the picture captions. Fangs for your attention... (Look, I'm sorry, okay?)



Dracula is split into six self-contained stages, each made up of a maze-like arrangement of rooms, corridors and stairs where Harker's task is to find the vampires' coffins and destroy them, thus effectively consigning them to death. Then, once this is done, there's the obligatory end-of-level nasty to face before you move on to the next, more complicated, more coffin-riddled stage.



Phew! Look out, Street Fighter 2! Beware, Mortal Kombat! Dracula shows how computerised combat should be done! Look at that range of moves: punch, kick and, er, another punch — fab! Special moves? Pah! Who needs complicated joystick manoeuvres when getting even these simple attacks to work is an achievement in itself?

(Below) Now this is what I call fair — I've been ganged up on from all sides by this vicious band of rats, spiders and disembodied hands. It might not seem like that deadly a situation, especially given the unimpressively small size of the creatures, but given the slow control response and the joystick wrenching it takes to get the attack moves to work it's a lot more dangerous than it looks.



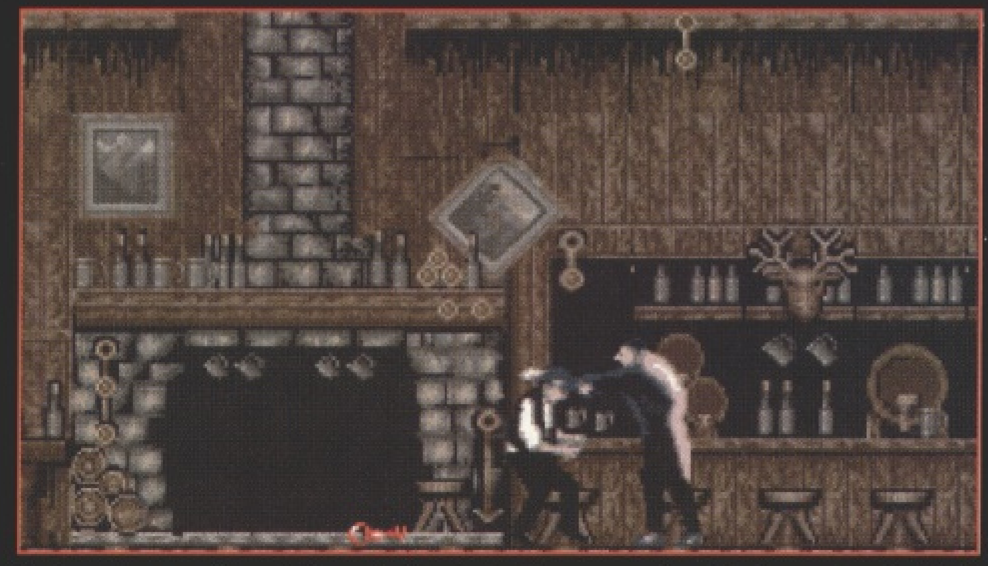




There's a limited number of helpful items to collect along the way, the main ones of note being the Chalice, which rejuvenates your health (shown by the pot of blood in the bottom-right of the screen), and the Cross. The Cross is the nearest to a power-up you get in Dracula , as once you've got one you can use it a limited number of times to send out beams of undead-slaying religious excellence.



The end-of-stage meanies, which appear when the last coffin is dispatched, are distinctly unimpressive, being little larger than the game's hero and having very uninspired attack patterns. They take the form of either one of Dracula's Brides or of Dracula himself in one of his many animal shapes. Provided you've saved a bit of Cross power they shouldn't pose too much of a problem.



Harker can pass through most doorways he encounters, but some are locked. However, hidden away in dark, dank corners of each stage you'll find little red keys which can be used to unlock these otherwise impassable portals. Trouble is, as the locked doors aren't marked in any way it's easy to forget which doors you've been through and which you haven't.

THE VERDICT

Time was — and it wasn't that long ago — when the arrival of a new Psygnosis game at EMAP Towers would send a wave of excitement through the hordes of cynical hacks, and they'd all gather around the nearest Amiga to see what visual and aural treats the Scouse scally-wags had come up with. With their recent releases, they've gone some way to rejuvenating our enthusiasm but if Dracula is an indication of what's to follow then I can't see that trend continuing. The game is appalling in just about every department. For a start, plot bears no real resemblance to the film's whatsoever. I know this is a trap many movie tie-ins fall into but it's particularly bad in Dracula's case. In fact, change the graphics and this could so very easily have been a poor Shadow of the Beast clone. Talking of graphics (and I suppose we must) the backdrops are grey and dull, and the monochromatic sprites — especially the bats — get lost all too easily in them. The animation is laughable too, especially that of the hero Harker; when punching and kicking he looks like he's trying to disco dance — badly — and jumping he resembles Norman Wisdom doing a 'Mr Grimsdale'. The combat — more than a little important in a game of this nature — is something of a let-down too, mainly due to difficulty of pulling off the fiddly fighting moves and the shoddy collision detection, meaning that success is due more to luck than skill. The stake through the game's heart is that the task of hunting down the coffins is plain boring, and is made even more so by the laborious trudging back and forth through the levels you have to do. With this game Psygnosis have rewritten vampire legend, turning Dracula from a bat into an out-and-out turkey.

A500/600

Publisher: Psygnosis
Developer: In-house

£25.99 Out Now

Not Hard Disk Installable

Joystick

Memory 1Mb | Disks 2

GRAPHICS 45%

SOUND 42%

PLAYABILITY 40%

LASTABILITY 50%

OVERALL 41%

A1200
CD32

Will Dracula rise again and continue his reign of terror on the A1200 or the CD32? Er, no.

DRACULA



UPDATES...UPDATES...

Matt Broughton is a lucky man. Not only does he have a full head of hair and the sort of chest Kate Moss could only ever dream of, but he also gets to look at all the updated A1200 and CD32 software. Lucky git or what?

SABRE TEAM

A1200; Krisalis
£29.99

I was once a dedicated reader like yourself, and I too believed everything that The One told me. Of course, I now know that there are gross inaccuracies in everything we say and do (are you sure we should let the readers know that? – David.) but that didn't stop me acting upon the words of a then-youthful staff writer by the name of Simon Byron, who told me that Sabre Team was worth 81% and "one of the most engrossing action strategy games around".

So I went out, bought it and thoroughly enjoyed it, although I agreed with him (you'll not see that happening again now that I work with him) that the computer's turns took a bit too long. But here, a year later, is the A1200 version, boasting some extra sausages. Let's have a look, shall we?



If you're not familiar, Sabre Team is an action strategy game, where you take control of a small team of SAS lads as they work through a number of missions involving rescuing hostages from such scenarios as a jungle and an Embassy siege. It's all turn based, with each team member having a limited number of 'action points' to spend on moving, shooting, etc, per go.

As far as I'm concerned, the original game only really suffered from the computer thinking time already mentioned which sometimes lasted nearly a minute. In this A1200 version, however, the computer only takes two or three seconds at most to make its moves, improving the game's playability and flow no end.

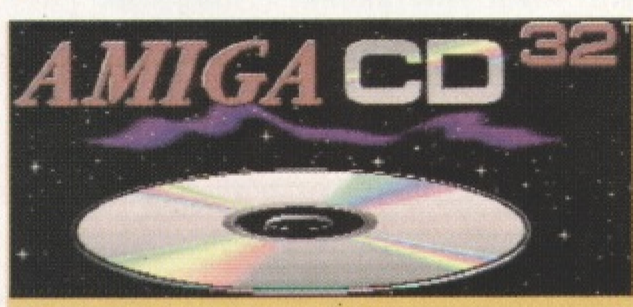
Krisalis have also taken it upon themselves to make a number of extra improvements such as an intelligent password system, new music and a bucket load of sampled speech that introduces each of the missions. More static 'scene screens' have been added, boosting the already heavy atmosphere. There's also a fast start option, where a team and their weapons are selected for you, letting you get straight into the action.

In addition, the icon panel now features a 'Go To' option, allowing you to select an area on the screen for your man to walk to, rather than having to take it step by step on the compass points.

The overall graphical improvements plus the speed, added music and excellent speech make this already impressive game an absolute winner for anyone with half an interest in action strategy. I would've recommended it before, but now I feel it only fair to scream "Buy it!".



OVERALL: 89%



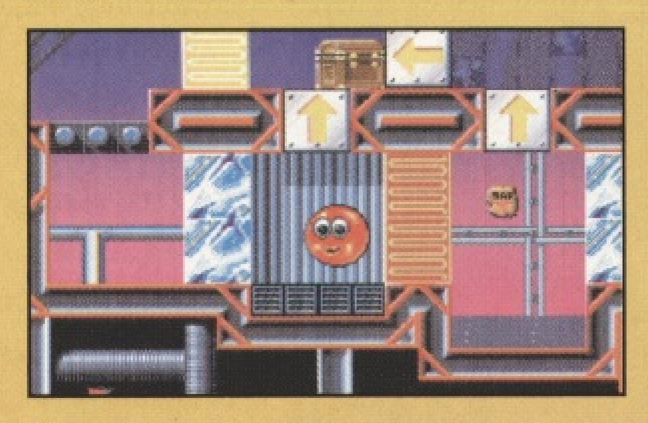
CD JAMBOREE!

Yep, more of the same, as we take a look at some old releases that have been ported across to your faithful CD32.

MORPH
Millennium £34.99

I covered the A1200 update of this interesting arcade/puzzle game back in the October '93 issue and awarded it a handsome 84%. Well, here it is again, in all its A1200 version glory — only this time on your CD32. The story revolves around a young lad called Morris Rolf (Morph to his friends) who's been left in a unstable molecular form following an accident in his mad professor friend's lab.

He's now quite literally become a 'morph' and can change between four states of being: gas cloud, solid ball, rubber ball and liquid. Morph must collect pieces of lab equipment from four zones, and needs to negotiate a number of traps and puzzles, only possible with careful control of his form (clouds don't like extractor fans etc.) I'd recommend this to fans of the genre, but £35 for a straight port does seem a bit steep.



SEEK & DESTROY
Mindscape £25.99

Blummy lummy! T'was only last issue that David reviewed this game (78% Overall) and here it is, already ported across to the CD32! Well done chaps, that's the sort of thing we like to see. Considering the fact that by now you've probably played our demo (it was on November's coverdisk) and read last issue's review, it seems a bit pointless giving you a game synopsis, but needless to say that you are the pilot of a heavily armed Apache helicopter sent to complete a number of dangerous missions across hostile territory.

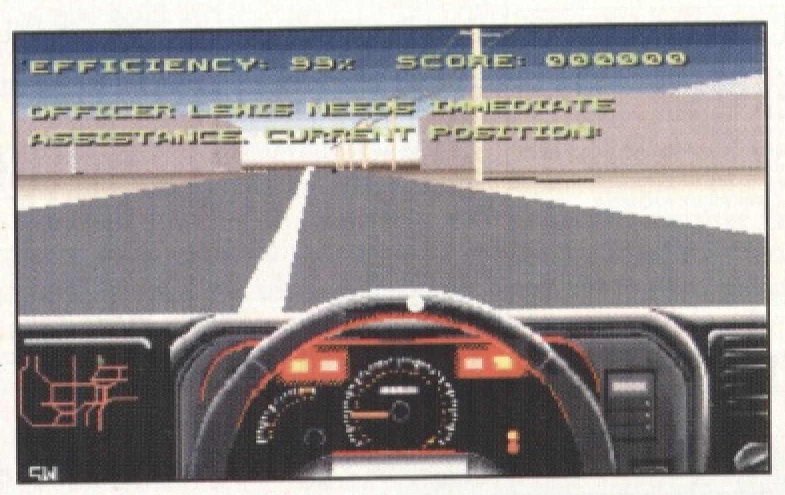


You have a wide number of weapons at your disposal, and can also collect ammo from destroyed bases across the landscape as well as rescue hostages from POW camps. David's overall opinion was that the game was great fun to play but lacked in lasting appeal and, to be honest, I have to agree. Excellent stuff none-the-less though, and a worthy addition to your collection.



REPLAYS!

Replays! Replays! Two for under £26! Cheaper than yer full-price! And just look at the incredible choice you've got...



ROBOCOP 3

The Hit Squad £12.99

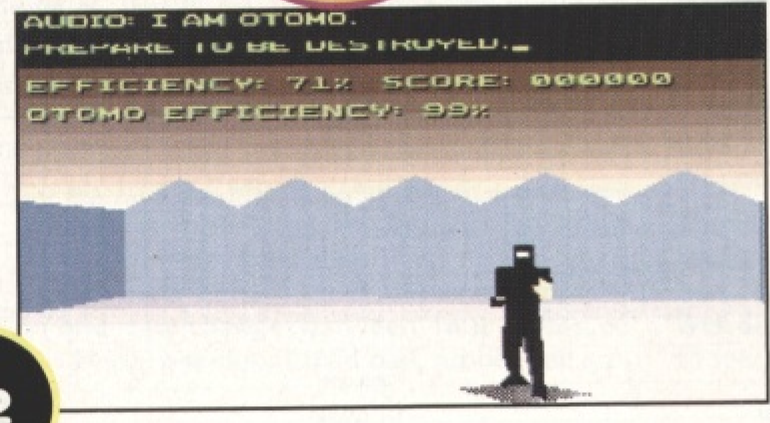
With the film stuck in development hell longer than any other in cinema history, Robocop 3 must be the only movie licence to be out on budget before the film has been released! Despite this dubious honour, though, Robo III is quite simply one of the best licences ever to hit the Amiga.

After a year or so of criticism regarding platform/driving game licences (Batman, Darkman et al) Ocean kicked back by farming Robo III out to D.I.D. Using the film's storyboards they created a stunning multi-stage blaster which incorporated both vector graphics and beat-'em-up action!

The game's plot sees OCP taken over by a huge Japanese company who aim to create a new city where Detroit currently stands. However, the citizens living there refuse to move, so the Japanese conglomerate employ a SWAT team to entice them to change addresses. Now free of his prime directives, Robo sees that something is obviously awry and steps in to help the beleaguered populace — and this licence picks up from there. The game starts with Robo driving around a 3D city but later scenes add first-person maze sections and a series of shoot-'em-ups as the plot unfolds.

Quite simply, Robocop 3 is fantastic. It successfully mixes a limited palette of blues and greys with bitmapped graphics and polygons to create a dark environment. The assorted alleys and roads are suitably bleak, and the atmosphere generated is nothing short of incredible. In addition, the game plays well too — the 3D is the most interactive you're ever likely to see. A stunning game, Robo 3 should be the first item on your list of directives. [MB]

OVERALL 90%



ZOOL

GBH £9.99

Gremlin's 'Ninja From The Nth Dimension' recently died a death on its assorted console versions, but now he's back licking his wounds in the best version of this colourful platformer. Zool is the self-proclaimed guardian of the universe and yet another bad guy has stepped in with an invasion force to take the over the galaxy. Armed with a sword, a gun (which appears to fire Smarties) and magical capabilities, Zool has been dumped at the start of the first world and left to battle his way to the guardian lurking at the end of the very last.

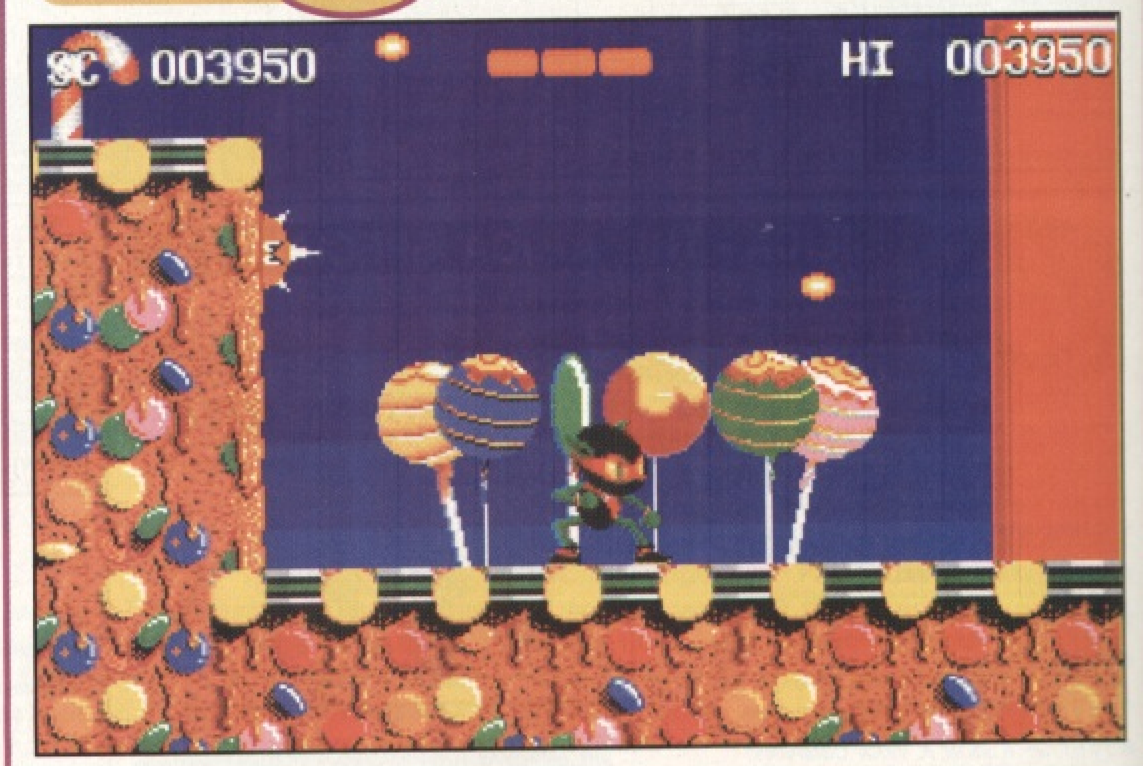
Each of the worlds is based on a theme — food, tools, music, you know the sort of thing by now — and patrolled by all manner of similarly-inspired foes. Thus while exploring Sweet World Zool is attack by Liquorice Allsorts and jellies, all of which are easily dispatched by a swing of Zool's trusty cutlass or a shot from his gun. Annoyingly, however, the nasties regenerate off-screen — and a little too quickly for my liking, making the game frustrating to play.

The problem with Zool is that Gremlin had originally intended for it to be an Amiga rival to Sonic — fast-moving, plenty of action and colourful. And while Zool is indeed a visual treat featuring loads of bright characters, it never gets the chance to rival Sonic due to a number of irritating faults.

For instance, whilst Zool is perfectly capable of outrunning the little blue hedgehog, he never gets the chance because as soon as he gets going he stumbles into one of the aforementioned creatures — and with three hit points you can't afford to do that too often. This means that a potentially speedy game is reduced to a walk-through affair. Yes, Zool may well be Gremlin's hero but he's got a long way to go before Mario, Sonic the Hedgehog and co. should begin to worry. [MB]



OVERALL 72%



WAR ZONE

Corkers £9.99

Remember the days when you couldn't go into the local arcade without seeing countless Guerrilla Wars, Ikari Warriors and Commando machines dotted between the Dragon Ninjas and Operation Wolfs? So do Core - and Warzone is best described as the Derby company's 'tribute' to the many who died in the aforementioned coin-op battles.

A one- or two-player game, Warzone is a five-stage blast with the player and a mate yomping upscreen in search of... well, people to kill. In the midst of the many gung-ho baddies firing back are a handful of hostages tied to poles and your only real objective (aside from wanton destruction) is to free these unfortunates.

To aid your task, medical kits and power-ups can be found in the shape of small red cross parcels and metallic tins. The former replaces one unit of energy when collected, but the latter contains weaponry which is a different kettle of fish entirely. Not only can you pick up the likes of the customary homing missiles and flamethrowers, but Core have added bazookas and chainguns just for a laugh. What's more the effect each weapon has on the enemy vary too, and we defy anyone not to laugh the first time they see a bad guy singed for standing too close to the flamethrower!



As is typical of most Core games, Warzone is a bit of a visual treat. However, whilst it looks better than any of the Commando clones, it isn't as much fun. The action is often a little sedate and a pattern soon emerges allowing the player to second-guess the enemy troops. It would have been much better if you could storm upscreen guns blazing but, hey, never mind - this is cheap and, despite its faults, still worth a gander. [DU]







BIRDS OF PREY

The Hit Squad £12.99

Although it took an age to appear, Argonaut did themselves proud with Birds Of Prey, it has to be said. Even today it offers more planes and things to shoot than most of its rival flight sims. According to the unlikely scenario, NATO and the Eastern Bloc are engaged in an almighty battle. With a squad of forty different planes at your disposal, your aim is to smash the enemy in assorted dogfights whilst simultaneously ensuring that everything back home is hunky-dory.

As such, Birds Of Prey is a much more involved sim offering more to do than most of its rivals. But, of course, there's a downside. After all, there may indeed be loads of planes to select from, but the missions themselves are a little staid and samey, no matter which of the planes you opt to use. I mean, there are only so many flaps on a plane to wiggle, and they certainly don't seem to vary THAT much!

Despite the repetitive missions, Birds Of Prey is still a worthwhile budget release. Techy buffs will love it because it has so many planes, weaponry systems and it attempts to be one of the most accurate flight sims to date. However, having said that, fans weaned on more recent, action-packed sims such as Gunship 2000 and the like will find it a little too dull in the exciting action department. [MB]



OVERALL 80%





WIZKID

The Hit Squad £9.99

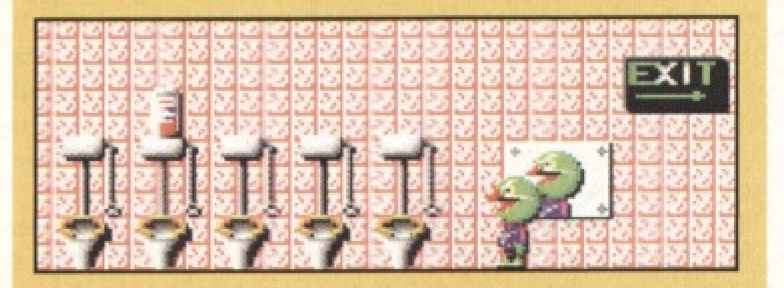
Another game which for a while seemed to destined to star in a 'Where Are You?' article, Wizkid is Sensible Software gone mad. The sequel to the classic C64 blaster Wizball, Wizkid sees the original game's spherical hero continuing the family tree with a young son — the Wizkid of the title. However, Wiz senior has been kidnapped, so it falls to young Wiz to go and get him. Still with me? Good.

Wizkid is a strange but playable hybrid of Arkanoid and platform gamestyles. Depending on whether Kid has a pair of legs directly beneath his pea-green head (see, I told you it was weird), he either has to clear a succession of screens of bricks whilst KO-ing the assorted baddies which roam the area, or solve a number of object-related puzzles.

By rights such an obtuse mixture shouldn't work but — as with Vic and Bob — Wizkid hangs together rather well. It would have been all too easy for it to have fallen into a Sensi Ego overdrive game, with loads of in-jokes and the like, but Wizkid's humour actually works in the game's favour. Wizkid is also extremely playable — a winning point in anyone's book. The Arkanoid-style screens are easy to play yet to reach the later stages requires genuine skill, and the puzzles are funny without being obscure.

In all, Wizkid is a brave departure from the normal arcade/adventure style — and innovation like this shouldn't be ignored, so if you missed it first time round make sure Wizkid is on your list of 'must get' priorities. [DU]









RISKY WOODS

The Hit Squad £12.99

In the so-called good old days of the C64 and Spectrum there was a company called Dinamic whose games were released through Ocean. Games like Army Moves, Game Over and Freddy Hardest won them their reputation — not one of quality, though, but one for games which were so unjustly tough you'd be bald after playing them for a week.

Risky Woods saw Dinamic's return to the computer scene and whilst it has a lot in common with past Dinamic games — bright, attractive graphics and plenty of levels — it thankfully isn't quite so frustrating to play.

An evil wizard has cast a curse across your fair land and encased the monks who protect it in stone. As the only person capable of freeing them (the rest must have had notes from their mums), you must traverse a series of horizontally-scrolling stages, leaping chasms, fighting foes and generally re-enacting every platform game you have ever played before!

As our baggy-trousered hero wanders from left to right, care must be taken to battle the skeletons and demon which attack, whilst avoiding spiked pit traps and falling rocks. This may sound easy, but several frustrating factors soon make things harder. You want annoying? How about this? Whenever a skeleton lunges at you when you're standing on the edge of a platform, you always get knocked into the chasm behind! Grrrrrrr.

Little faults like this and the game's over-tenacious baddies stop Risky Woods being the fun game it should be. Average, and nothing more than an adequate budget game. [SB]





ASSASSIN SPECIAL EDITION

Team 17 £10.99

Ah, good old Team 17. Infamous Northern beer-drinking gits that they are, they have managed to stick two fingers up at the console invasion by releasing stunning blasters and platform games which people thought only Sega and Nintendo could do.

In which case, it did seem rather strange that their Strider lookalike, Assassin, starred what could only be described as a bit of a weird-looking jessie. And, even worse, he was armed with some rather pathetic boomerangs — not the hardest choice of weaponry in the world.



True, this didn't particularly spoil an excellent game, but it was like when you used to play 'The Professionals' at school — nobody wanted to be Doyle, they all wanted to be Bodie. And Assassin's hero was a bit of a Doyle. Well, with the advent of Assassin's







rerelease as a budget title, the Team 17 gang have taken the chance to make the hero a bit more butch and give him a gun — an Assassin: Bodie Edition, if you will.

Well, apart from the most obvious change, the rest of the game has also been tweaked quite substantially in several key areas. Most noticeably, the previously-huge levels have been broken up into a series of small stages, which means that you don't have to restart from a far and distant point any more!

This is a major plus in this rerelease's favour, and it's really good to see that Team 17 obviously listen to the criticism their games receive. After all, if a game had an extremely annoying fault first time round, why should we buy it for a tenner less if it still doesn't play that well?

So there you have it: an excellent Strider clone which out-does the Capcom game it was based on. It looks better, it plays like a dream and there's plenty to kill — what more could you ask for! Buy it. [SB]

OVERALL 92%

PUSH OVER

The Hit Squad £9.99

Ocean linked up with Smiths' Crisps to licence their Quaver-crunching Curly Colin character for this unusual puzzler - although, to be honest, for the all the relevance Push Over has to cheese snacks it could have been the Ribena berries or the Gold Blend couple!

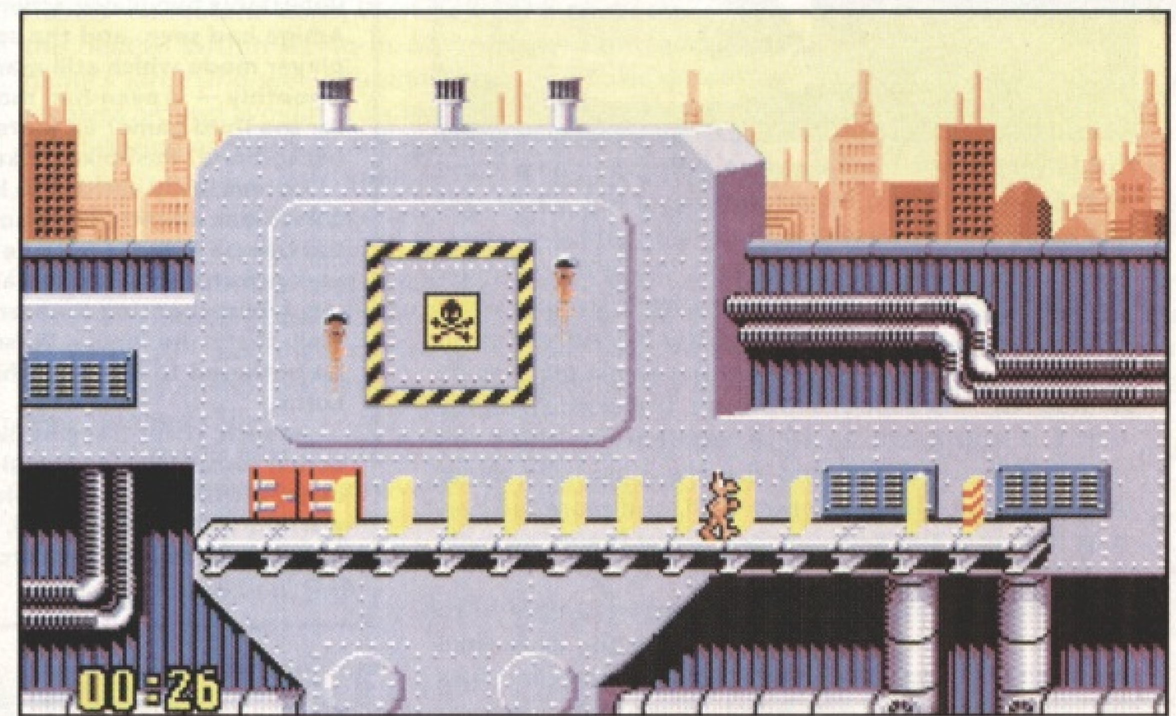
Based on the domino-toppling antics you used to see on Roy Castle's Record Breakers all those years ago, Push Over sends Colin into a series of surreal levels with just one intention - position the dominoes so that pushing the specially-marked 'Start' tile will in turn knock over every domino on the screen.

However, these dominoes aren't like the ones Roy and Norris are used to as they can do things like split into two, fly upwards or form a platform. As you can expect, as more and more of these unusual additions make an appearance clearing the screen gets progressively harder.

Although there's no doubting Push Over is a very nice idea, it has to be said it's hardly exciting. The action is a little too laid-back, with none of the freneticism of classic puzzlers such as Tetris or Columns, and it takes so long to see if your careful manoeuvring of the dominoes has worked that it can be extremely annoying to have to wait to see if one slight rearrangement makes any difference.

In addition, as the many styles of domino are added one at a time, it takes ages before you can make it on to the later stages — by which time I doubt if you'll want to bother. If you can't sleep, give Push Over a whirl. Otherwise, spend the tenner on a big box of Quavers. [DU]

OVERALL 57%



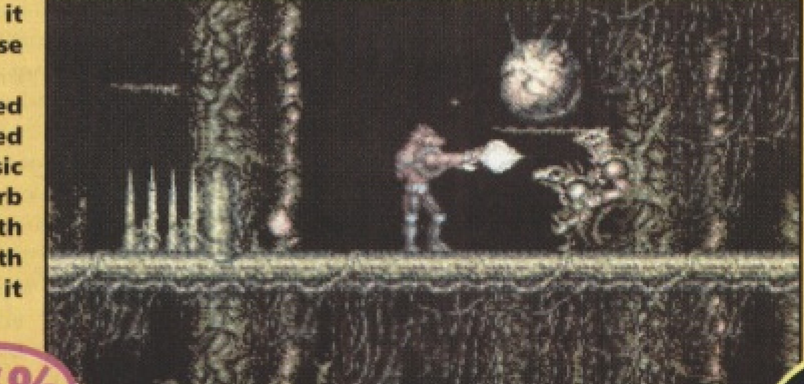
WOLFCHILD

Corkers £9.99

The subject of Lycanthropy rears its hairy head as Core's Strider-esque platformer bays at the moon for a second time. Actually, out of all of Core's games, this is one of the most disappointing — Frenetic not withstanding!

Released shortly before Heimdall, the Derby-based company must have had a bit of an off-day as, despite looking quite impressive, Wolfchild plays like a dog. Controlling the said Wolfman, the player has been set the unenviable task of rescuing their father from the hands of an evil kidnapper. Thus, starting as a human, you start off scouring a huge metallic spaceship in search of the power-ups which will unleash your wolvine side. Oh yeah, and you can also shoot the multitude of baddies which wander the many platforms. And that's it.

Yes, as a wolf, the player can climb, run and jump — but the action is so slow-moving you won't want to bother exploring the mud mines and forest which rear their ugly heads later on. In addition to the problem of the game's slow nature, it also suffers from offering absolutely nothing new to the platform genre. I mean, there's only so many times that a game such as this can throw up a boss creature at the end of the stage. The idea was getting on a bit when Wolfchild was released two years ago, so it could be carbon-dated these days!



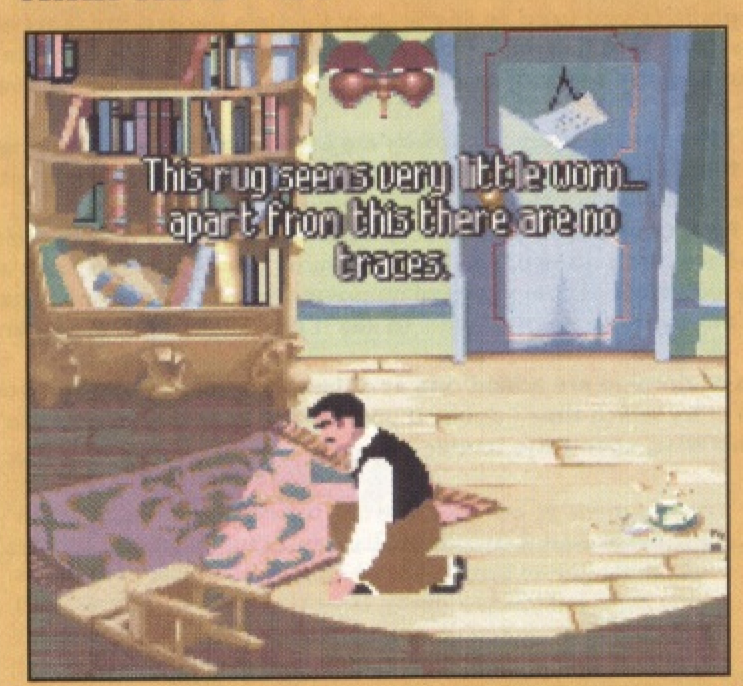
Generally, Derby-based Core Design can be relied upon to create either classic original titles or superb revamps of old ideas. With Wolfchild they failed on both counts. Needless to say, it isn't recommended. [MB]

OVERALL 46%



CRUISE FOR A CORPSE

Kixx XL £14.99



This is very much the forgotten Delphine game - and what a pity. Recalling the adventures of Hercule Poirrot (the David Suchet version with the slug under his nose, not the lardy Peter Ustinov version), Cruise is an Agatha Christie-style adventure, with the player stepping into the white leisure suit of a 30s detective hero. Set on an opulent cruise liner, a murder has taken place so by guiding the slick sleuth through the game's many rooms, it's up to you to piece together any clues you may find to discover who did the dastardly deed. There's a large cast to interact with, and more red herrings than in a Bird's Eye factory — but fun is the main thing on the agenda.

Cruise was another brave attempt by Delphine to combine their chunky sprites with a cartoon-style environment. The ship's decks are stunningly detailed, and the game also uses a number of unusual 'camera' angles to display the assorted goings-on, adding a true movie feel to the game. The sprites are far from intricate, but they move fluidly, and Delphine's use of cutaway shots is apparent throughout.

Overall, whilst the effect makes the game look rather different from the normal adventures, there's more depth in Cruise than the likes of Flashback and Another World. The game looks superb (loads of close-ups of objects and stricken faces), and the crime will take most people quite a while to solve. This is the game US Gold's Murder should have been, but it was definitely second time lucky for USG, and you shouldn't miss it this time round either. [MB]



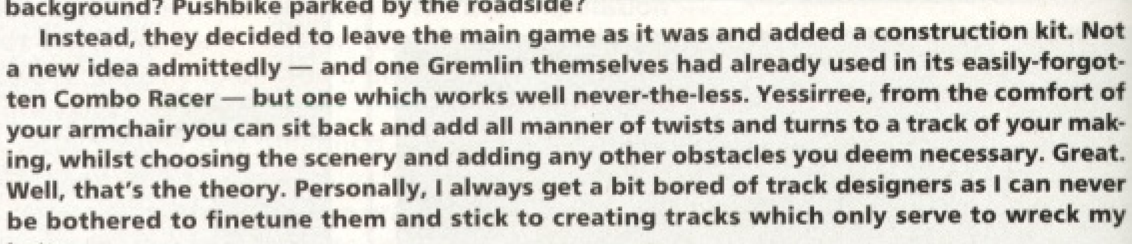




LOTUS 3

GBH £9.99

By the time Gremlin got round to releasing Lotus 3, it has to be said that developers Magnetic Fields were obviously starting to run out of ideas. After all, the first Lotus offered unbeatable two-player action and the fastest road update the Amiga had seen, and the sequel offered a full-screen one-player mode which still managed to keep the road moving smoothly — it even had more cars. So what could they do for the third game? Er, more detail in the trees? Birds in the background? Pushbike parked by the roadside?



Instead, they decided to leave the main game as it was and added a construction kit. Not a new idea admittedly — and one Gremlin themselves had already used in its easily-forgotten Combo Racer — but one which works well never-the-less. Yessirree, from the comfort of your armchair you can sit back and add all manner of twists and turns to a track of your making, whilst choosing the scenery and adding any other obstacles you deem necessary. Great. Well, that's the theory. Personally, I always get a bit bored of track designers as I can never be bothered to finetune them and stick to creating tracks which only serve to wreck my Lotus.

As such, Lotus 3 seems like a bit of a redundant title. Yes, it still offers good road-racing action (but nothing Lotus II didn't have) and, yes, it looks really nice — but there's still no major difference. That just leaves the track designer to warrant the extra cash and, to be honest, I don't think it is enough to justify a purchase. [SB]



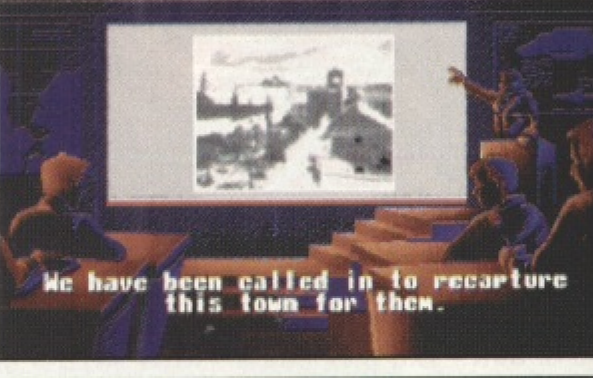


THUNDERHAWK

Corkers £9.99

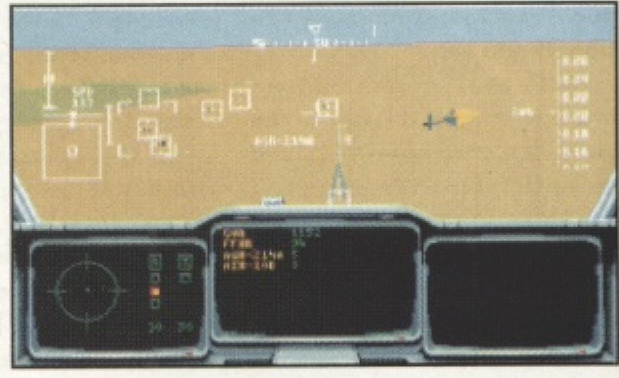


Mac Avery's first game for Core aimed to produce the fastest polygons the Amiga had seen and a flight sim which virtually anyone could pick up and play — and, to everyone's surprise, he succeeded on both counts. Wrapping yourself into the heavy sheepskin-collared jacket of a veteran 'chopper pilot, Thunderhawk drops the player into a number of battle scenarios which they must sort out using whatever means they decide upon.



The first thing that impresses about Thunderhawk is the simplicity of the controls. The mouse controls everything from the speed of the helicopter to turning it and activating its weaponry. This is what separates Thunderhawk from the likes of Gunship and its kin, as the Core game may not win any prizes for its complexity but when it's so much fun to play such carping seems rather academic.

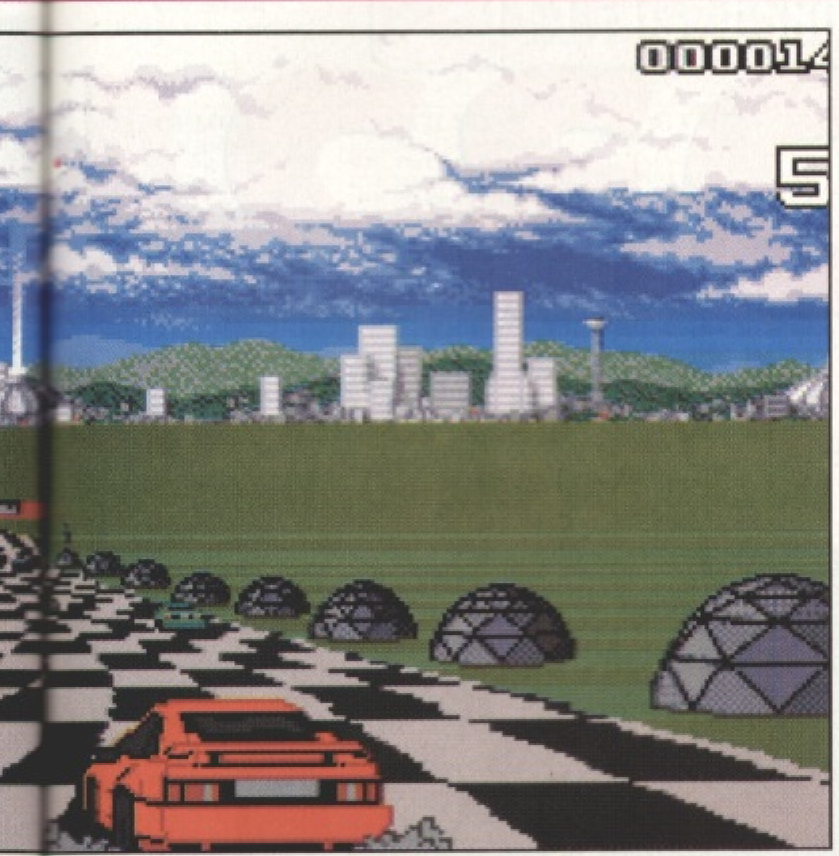
The second impressive feature is that as soon as you're whizzing around in circles, marvelling at how easy the whirlybird is to control, you'll notice the fast-moving and rather detailed vectors used to depict the many backdrops and buildings. Yes, Thunderhawk not only plays well — it looks fantastic, too!



This combination is simplistic controls and fast update — not to mention the countless missions on offer (from bombing buildings to destroying convoys) - make Thunderhawk the best entry to the flight sim genre you could ask for. At this price it's a steal — so if you missed it first time round, don't make the same mistake twice. [SB]



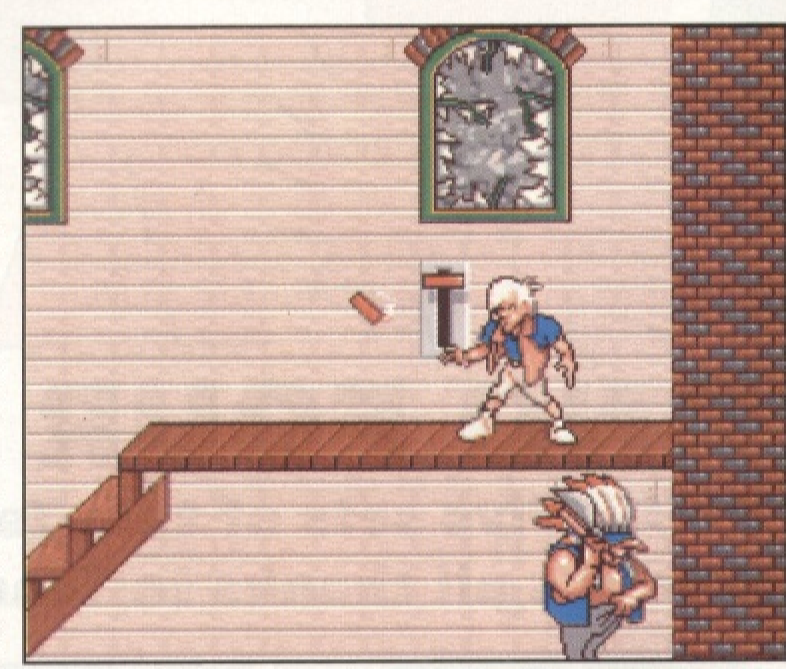




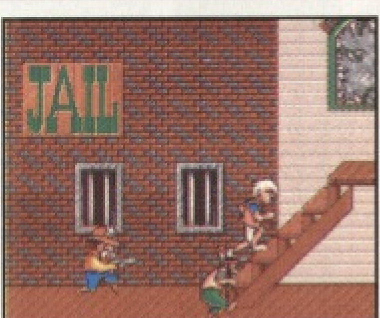


PREMIERE

Corkers £9.99



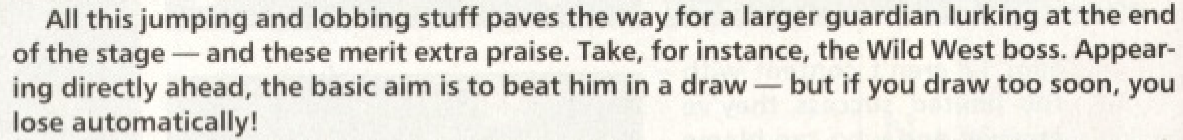
With Heimdall under his belt Core's artist extraordinaire, Jerr O'Carroll, turned his attentions to the movies with this stunning-looking platformer. Cast as a hapless film editor, you awake one day to find the rough prints for your latest cinematic hit nicked from under your very nose. In all, six reels have gone AWOL and must be recovered if you are to save your job. Thus begins a rather samey platformer which excels in the graphical department but is sorely lacking in both speed and playability.



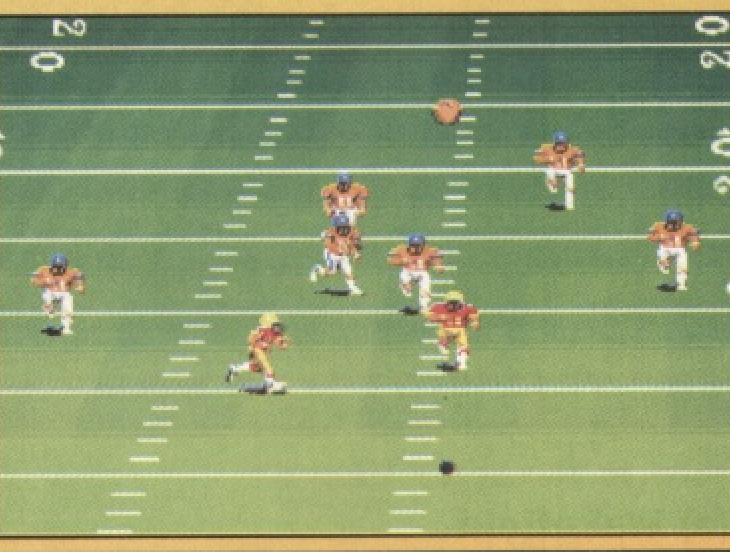
Each of Premiere's worlds is based on a separate movie theme — Keystone Cops, Westerns, Sci-fi epics, etc — with the nasties within tieing in accordingly. Controlling the game's large and well-animated hero, the basic gameplay revolves around avoiding hits from the aforementioned baddies littering each screen and collecting dynamite and space guns to fight back with. Similarly, the film sets are punctuated by doors which, if opened, take our hero round to the back of the set (complete with struts holding the two-dimensional facades up!) where where he's most likely to find extra bonus objects.

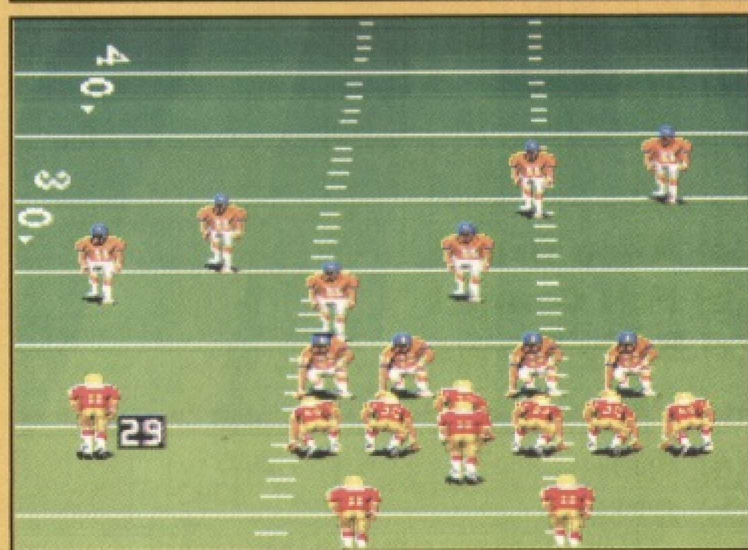
All this jumping and lobbing stuff paves the way for a larger guardian lurking at the end of the stage — and these merit extra praise. Take, for instance, the Wild West boss. Appearing directly ahead, the basic aim is to beat him in a draw — but if you draw too soon, you lose automatically!

Ideas like this raise Premiere above the majority of the platform jetsam knocking around, but not high enough to retrieve the sadly inadequate gameplay. Premiere was fairly impressive when it was first released eighteen months ago, but now it has been superseded many times over and just looks dated and dull — a bit like the B-movies it's based on. [MB]



OVERALL 67%





JOHN MADDEN'S FOOTBALL

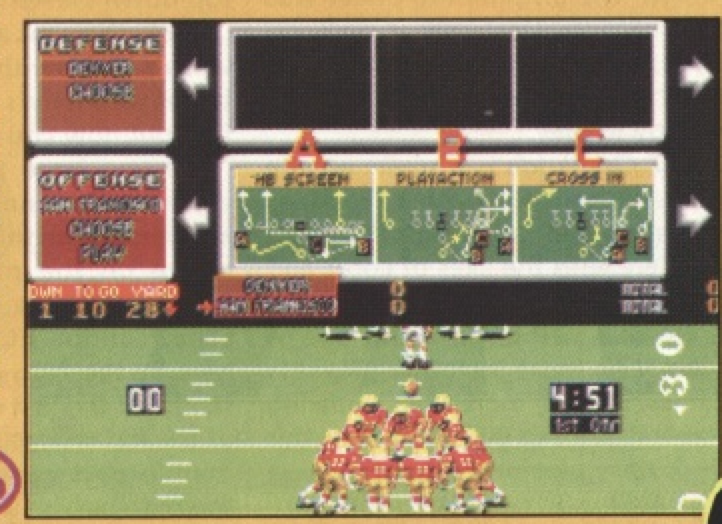
The Hit Squad £12.99

The Megadrive version of John Madden's Football has had more regenerations than Doctor Who. For the Amiga, though, Madden is still in its William Hartnell incarnation, but this version is such a goodie there was never any need for EA to go tinkering with the code. Controlling any one of the available teams, the one and only aim of Madden is to guide your bunch of oversized apes to victory.

I won't bother explaining the rules as Madden won't convert anyone unfamiliar with American Football — but Superbowl fans will lap this up. Madden uses a mixture of arcade and strategic elements for its gameplay, leaving the player to decide on their attacking or defensive formations, and then actually implementing them via a series of accurate passes. This combination means that every aspect of your on-screen squad's performance is down to you — doubling the satisfaction when you lead them to victory.

With the gameplay perfect in virtually every aspect, only the graphics could let Madden down — and they are nothing short of excellent. The players are represented by large sprites who charge up and down the screen so realistically it's nigh-on impossible not wince as they are downed by a bone-crunching tackle. In addition, it's little touches which make Madden just that little bit special — players turn slightly to receive a pass, for instance.

After years of strategy-only American Footy games this is an absolute Godsend. As mentioned, it won't appeal to people who can't see the point of staying up late one Sunday ever year, but for us fans too lazy to get involved with the real thing, this is the perfect opportunity to become the Amiga version of The Fridge. [SB]

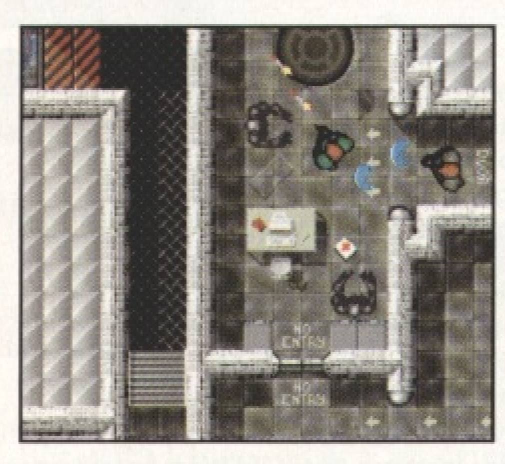


OVERALL 93%

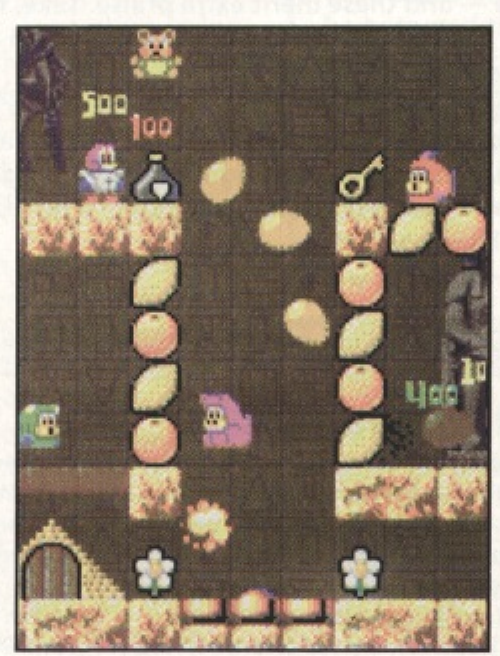
WIN! A CD32!

AND FOUR TEAM 17 GAMES!

PLUS! Five sets of two Team 17 double packs for the runners-up! And it's all thanks to Team 17.









Team 17 aren't content with the limited success they've enjoyed and who can blame them? I mean, virtually everything they've released has only gone to Number One and, at one stage, four of their games occupied the top four positions in the budget charts. Yes, pathetic, isn't it?

So now, having conquered both sides of the floppy market, Team 17 have turned their attention to the exciting world of CD entertainment. Within the next month two fantastic double packs will be released, one containing Project-X Special Edition and F17 Challenge, with the other housing Qwak and Alien Breed Special Edition.

In case you're new to the Amiga scene and don't realise the quality of these four titles, here's a quick two sentence recap of each of the games making up the quartet.

Project-X is quite simply the best horizontal blast available on the Amiga. The original full-pricer was a bit hard (frustratingly so on occasions) but the Special Edition has been made easier and, as such, is a real joy to play.

F17 Challenge is a smart arcade racer. With silky-smooth 3D routines and adrenalin-pumping action, it's up there with the likes of Lotus and Jaguar XJ220.

Qwak is without a doubt one of Team 17's most instantly playable games. Bearing more than a passing resemblance to Bubble Bobble, this cutesy platformer kept us here at The One occupied for absolutely ages.

Alien Breed Special Edition is the oldest game to be included in the double packs. It's not as sophisticated as its sequel, but fans of out-and-out arcade action will still find it one of the most atmospheric and tense top-down blasters available.

Well, that was all very interesting, wasn't it? Now that you're all keen to get your hands on these CDs, let's find out how you win them.

All you have to do to stand a chance of winning is send the answers to the three questions elsewhere on the page to: Team 17 Compo, The One, 30-32 Farringdon Lane, London EC1R 3AU to arrive here by the 28th of April 1994. The sender of the first correct answer out of the hat will walk away with both double packs and a CD32 to play them on, whilst five runners-up will each receive both double packs.

THE QUESTIONS...

(1) Where is Team 17 based?

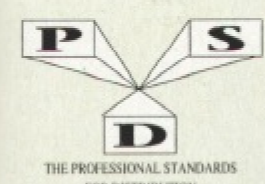
(a) Wakefield
(b) Warrington
(c) Watford

(2) What was the name of Team 17's first commercial release?

(a) Alien Breed
(b) Full Contact
(c) Body Blows

(3) What did we originally give Qwak?

(a) 86%
(b) 87%
(c) 88%



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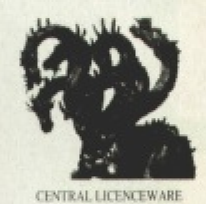
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D20/21...Red Sector(2)
D24/25...New Tek Reel3(2)
D26...Total Remix 2 Demo
D27...T.V. Theme
D30...Epic Demo
D34...P.D. Collection
D36...Virtual Worlds
D37...Vectra Sinking Demo
D38...TFF Demo Voyage
D40...Safy Demo
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D64...Cult Vector Dance 2
D68...Phenomena Demo
D70...Amos 3D Demo
D74...A Trip To Mars
D76...A2000 GenlockDemo
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D87...pirhana demo
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D103...Total Destruction
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D118...Cult M/Demo 2
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D139...Devils"No Reality"
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D148...Ray Of Hope 2
D149...No Brain No Pain
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D195...Coaxial Comp
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D199...End Of Century 1999
D206...Dreamers 3
D208...Avengers M/Demo
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D218...Disorder Demo
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D233...Hypnautic Hammer
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S9...Simpsons Slides
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S20...Nasa Slides
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S27...Demons Slides
S28...Total Recall
S29...Joe's Slides
S30...Ham Pics Show 2
S32...Neighbours Slides
S33...Roger Dean slides
S34...Iron Maiden Slides
S35-36...Tobias Richter (2)
S38...Basket case 2
S39...Eces Slides
S40...Fraxion Devine 2
S41...Fraxion Devine 1
S42...Golems Gate Slides
S43...Chainsaw Slippers
S44...Cry For Dawn
S45...Forgotton Realms (2)
S47...Kick Off 3 Slides
S48...PD Slideshow
S49-52...Terminator (4)
S53...Robocop 2 Slides
S54...Trackmaster Slides
S55...Forgotton Realms 2
S56...Garfield Slides
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A6...Basketball Demo
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A9...Magician 2
A10...Pugs In Space
A11...Luxor Teenager
A13...Juggler Demo
A16...Cool Cougar
A17...Mono Cycle Anim
A18...Robocop Anim
A20...Mayhem On Wheels
A21...Jugette 2
A22...Shuttlecock Anim
A23...T-Pot Anim
A27...Fleet Manouvre
A28...Billiard Anim
A29...E/Prise Leaves Dock
A30...Starwars 2 Anim
A31...Star Trek Anim
A32...Fraxion revenge
A34...Madonna Anim
A35...Stealthy Anims 2
A36...Raiders Of The L/Ark
A37...Bugs Bunny Show
A38...Iraq V's UK Anim
A39...Mike Tyson anim
A42...Walker 2
A43...Walker 3
A45-46...Light Cycle (2)
A47...Exploding Head
A48...Police Car Chase
A49...Top Gun Demo
A50...Animators Demo
A51...5 Ways To Kill a Mole
A52...Another 5 Ways
A53...Batman The movie
A54...3D Spaceship
A55...Mr Potato Head
A59...Low Level Flight
A63...Amy V's Walker
A64...Real Pinball Anim
A66...Porky Pig Anim
A67...Adventures Of Chuck
A70-71...Max Overdrive (2)
A73...Spaceshuttle Anim
A74...Ghostbusters + Horse
A76...Alarm Anim
A77...Flight Anim
A78...Piano Anim
A79...Dart Anim
A80...Bad Bird Anim
A81...Holiday Anim
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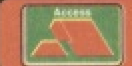
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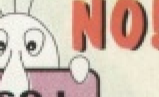
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Tips come and tips go but some are timeless, much like this month's offerings. There are fabbo player's guides to Liberation and The Labyrinth Of Time and the conclusions of the complete solutions to Star Trek and Simon the Sorceror. You've never had it so good.

LIBE

Roll up, roll up, it's time for the biggest and most in-depth guide to Liberation you're ever likely to come across. Written by Tony Lazzerini, the game's producer, this players' guide contains everything you need to make the most from this stunning game. So get to it, then..

GETTING STARTED

The first thing you need to know about Liberation is that it's not a game where you can just wander around hoping to find clues. There are far too many buildings and far too many people milling about to make random guesswork an effective strategy.

So how do you make progress efficiently? Basically, you have to find someone who can give you the name of a useful contact who may be able to help you. If you are playing the easy level, you are given some possibilities at the beginning of each mission. Visit each location and you'll come across a character who can send you on to the next step of your search.

If you're playing the hard level you get a much more complex route, and no help at the beginning. So the only way to start is find a newsagent and buy an electronic report which has the story in it. To read the report you have to put it into one of your head slots, then activate its only button.

MOVING AROUND

To get to a specific location, the worst thing to do is to wander around the streets looking for an address. First, the traffic will happily run you over and second, there are nine zones and hundreds of streets.

The first thing to do is to get directions for where you want to go. There are several ways to do this. The best way is to get one of your mappers programmed. The manual mapper can only be programmed by other people. You can usually find someone who will program your mapper in exchange for money. If you find someone who offers to do this give them a credit card, then your manual mapper. Both will be returned to you, but don't forget to pick them up!





If you locate a computer terminal (there is always at least one working in the City Records Office and the Library), program your comms mapper with the address you want to go to. Leave the building and locate your taxi on the manual mapper (it is shown as a rotating white cross).

Walk into the taxi then activate whichever mapper you have programmed, select the address, sit back and enjoy the ride. The taxi will remain where you leave it, unless someone else decides to use it .

The other way to move around is to access the street terminals and ask them for directions. If they are working they will guide you to the right location. Remember that as vehicles drive on the left you should always start out with the terminal on your left on two-way streets when following instructions.

The street terminals follow the one-way system, so you will also have to (which may not be the shortest route). You might find it safer to walk below street level, as the roads are identical to the ones above, but have no traffic on them. However, you will meet more dangerous people down there.

FINDING THE CAPTIVE

It's a good idea to go quickly to an address you've been given. Sometimes the person you were told to meet gets bored waiting for you and wanders off into the city. If this happens you will have to search the locality — the character will always be around somewhere.

When you enter a building to meet someone, there are usually many other people around as well. The person you want will always be standing still unless provoked, unlike the characters wandering around. However, you may have to go through several locked doors to find the person you've come to see.

Each key you find only matches the door with the same number on it in that building. If you get stuck trying to find the right key in a building, check to see if there is another entrance to the building below street level — the missing key might be down there.

MEETING PEOPLE

Every time you start a conversation you will get a description of the mood of the character. Learn to recognise what the moods mean, because they tell you how helpful a character will be and what is likely to happen if you threaten them.

Shooting people first can soften them up (it may take more than one bullet), although in general it is usually better not to shoot at friendly-types. Once you've softened someone up, don't fire again or it will provoke them.

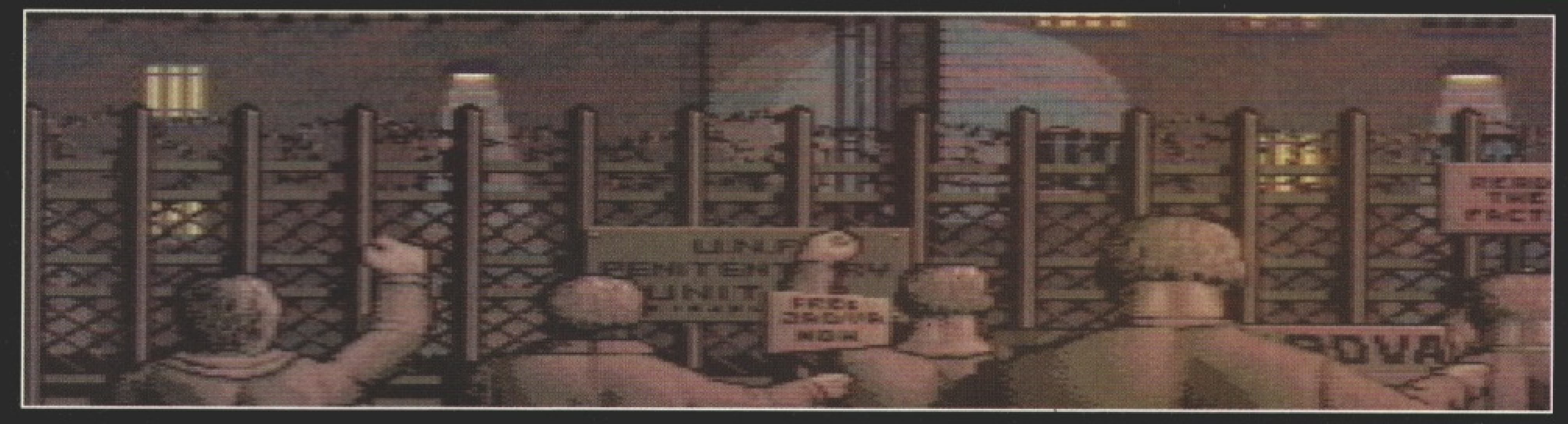
Beware of shooting people (unless they attack you first) in pubs and police stations. The result is that all the other people in there will rush to their assistance — a usually fatal proposition for you.

Shooting policemen is always a bad idea because they will radio for help (how quickly it'll arrive depends on how near help was at the time). On the other hand, although muggers will shout for help if you shoot them, the police very rarely bother to turn up.

If a policeman asks for a bribe, don't bother — it will cost you a LOT of money. If you annoy a householder enough, or shoot at him, he will probably call the police. Fortunately, they take a couple of minutes to respond but if you don't leave quickly they will come piling in through the front door

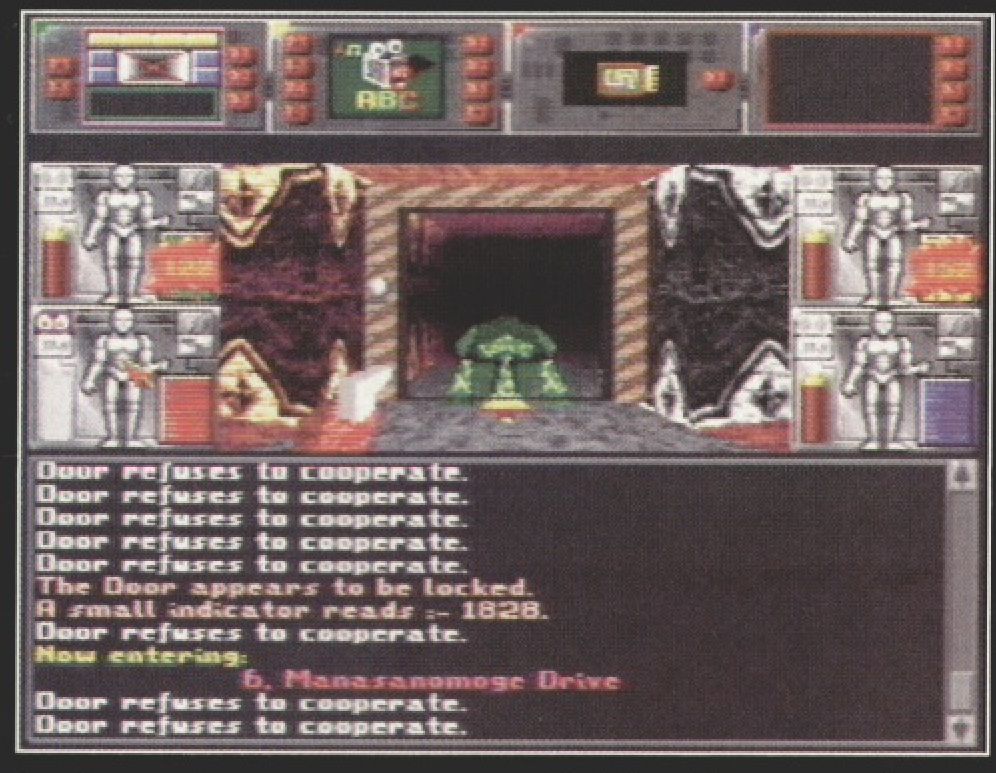






RATION





to get you.

Some characters will give you false addresses to try — you can usually tell if an address is dodgy by looking out for characters who say "Er" or "Ah" when telling you.

DOING BATTLE

First things first: don't slug it out — use battle mode. Then dodge out the way and turn to face your opponent. You can get several shots in and dodge again before the opponent has had time to aim at you. Alternatively, just run away — it is possible to play a whole level without killing anybody at all if you want to. The more people you kill, the more aggressive the general populace will become (and who would blame them?).

There are LOTS of different guns and loads of different kinds of ammo you can buy. Read both the weapon and ammo descriptions (info them in the backpack) to see which are the most powerful. You can buy good guns from the gunsmith but don't try to steal them - he's a whole lot better armed than you'll ever be.

Your guns won't auto-reload if you are using two at once. This is because you have to have a free hand to rummage in your backpack, get the ammo and put it in your gun. Obviously you can only auto-reload if you have the right ammo, and it can be slid out of the backpack without first having to unload something else — so always keep ammo around the edges of the pack area.

There are also throwing weapons and crossbows. These are good because you can get your projectile back again. A sword is handy because it never runs out. Two unusual weapons are power-points and doors. If you find a power-point and recharge yourself, you'll see a spark coming from the point. If you put your hand in the spark an energy bolt will fly off. To be effective you need to line up yourself, the spark and monster. Remember that the police monitor power-point usage, so they will find it easier to locate you. You can also squash monsters in doors if you close the door when they're standing in the doorway.

If you're in trouble, there are some doors baddies can't open: in the police station you can open cell doors but nobody else can, so you can use an empty cell as a safe room. Any door that has been unlocked with a master key can be locked again with the same key (ordinary keys are no use because you don't get them back). Baddies can only open unlocked doors on their own. If you are being pursued, hide round corners and surprise your opponent. In any case, if you're lucky they may not find you.

Flying monsters find it difficult to go up and down stairs, so you can run



away that way. If you are being attacked outside, climb a ladder. Apart from the flying monsters everyone else has to use the steps, so a quick change of level allows a quick getaway. Don't hang around too long, because once your opponent has found the nearest steps he'll come looking for you.

Finally, the effectiveness with which your droids do battle depends entirely on their skills so learn how to improve them.

CONFIGURING YOUR DROIDS

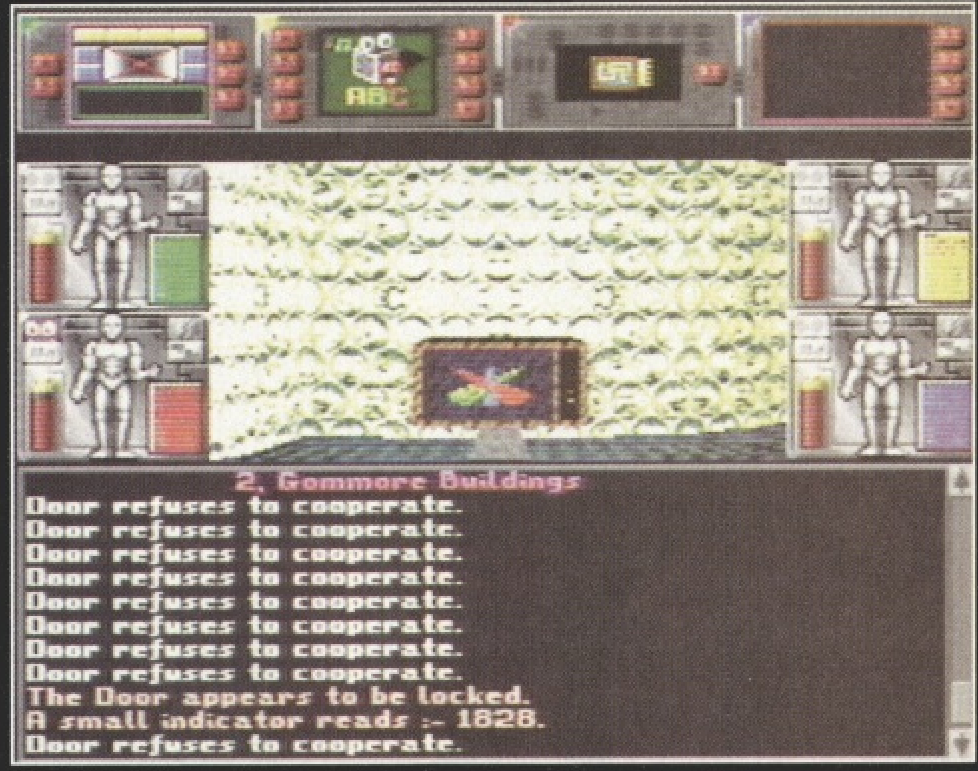
Your droids start Mission One with only very basic skills and you won't get very far without improving them. Skills do not improve with practice, you must either buy chip-ups or reconfigure your droids. To see what your current skills are, go into a droid's backpack then select the spanner. This displays a circuit board.

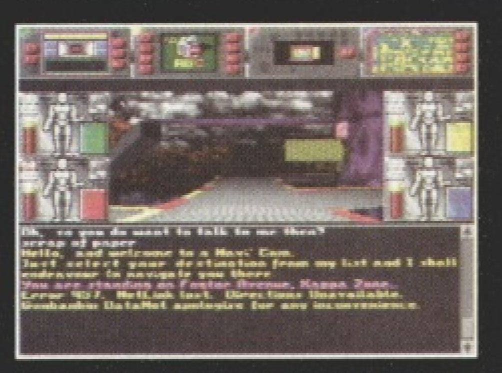
At the bottom of the board is a screwdriver-type thingy. Select this and you can configure all of the chips on the board. But first click on the chip marked 'S' in the top-right corner of the board. This is the skill chip and the display will tell you what the skills currently are for the head. Select other parts of the droid (to the left of the circuit board) to see how the skills affect arms and legs.

Here's what the skills do:

BRIBERY: Makes bribery easier.

COMPUTING: Necessary when hacking computers, gives more







attempts at logging in to police computer and decodes the scrambled messages you get.

MECHANICS: Allows use of armour repair kit.

TARGETING: Improves your missile-aiming skills.

STREETWISE: Detects being robbed and detects if someone has called the fuzz.

INTERROGATION: Makes people more likely to tell you what you want to know.

BRAWLING: Used for punching/knuckle dusters/knives.

SWORDSMANSHIP: Used for sword fighting.

SLUG GUN: Used for all hand guns.

ENERGY GUN: Used for laser weapons.

THROWN: Used for throwing objects.

MISSILES: Crossbow/sling.

DODGE: Increases chance of a bullet missing you.

CLIMB: Reduces chance of slipping down the ladders.

JUMP: Reduces damage when you fall.

HIDE: Baddies find it harder to locate you.

RUN : When high enough you can walk twice as fast. (Note: The whole party must have this skill.)

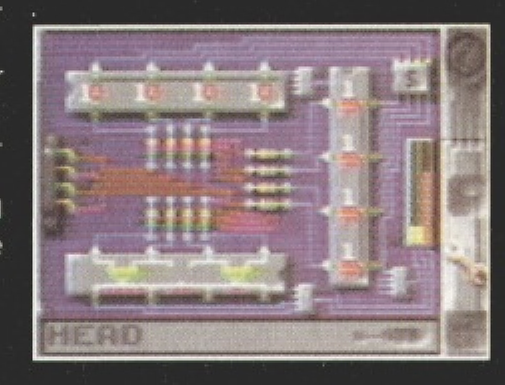
REACT: Increase speed you can fire the guns.

LIFT: Increase the amount you can carry.

MULTISTAGE: All other skills are boosted by this factor.

Here's how to program your droid:

Select the spanner icon in the backpack and you will get the circuit board, with four chips and a load of power jumpers on it. If you select the screwdriver from the bottom of this screen, then clicking on the skill ('S') chip you show you what skills you have. The skills are modified by the top (and to an extent the vertical) chip, which can boost the skills depending on how it is configured and what power jumpers are connected to it. The vertical chip modifies strength attributes and the bottom chip drives your droids' shields.



Each line has one powerlink — if there is no powerlink then that skill won't be increased. Each chip has four numbers corresponding to the four skills. Each can contain numbers from 0-3:

0 No line, no need for a powerlink as no increase available.
1 Skill boost +1
2 Skill boost +2
3 Skill boost +3, plus 1 to the other 3 lines, even if they have no powerlinks.

Suppose we have four Skills: Brawling, Swords, Slug Gun and Reaction, and a chip of 1121. We will get: Brawling level 1, Swords level 1, Slug Guns level 2 and Reaction level 1.

This isn't quite true, as the strength chip increases some skills as well, but this is the basic rule. If we want a higher Sword skill we can program the chip by selecting the screwdriver (bottom right) and swapping around the numbers on the chip. Suppose we change it to 1211, then we will get: Brawling level 1, Swords level 2, Slug Guns level 1 and Reaction level 1.

If we had a chip with 1311 we will get: Brawling level 2, Swords level 3, Slug Guns level 2 and Reaction level 2 because the 3 will feed 1 to all the other skills. So the best possible chip is a 3333, giving 6's to all the skills (ABCD).

As mentioned earlier, the Strength chip can also increase some types of skill, e.g. Brawling. The Strength chip acts just like the Skill power chip to boost your strength for carrying, punching and some of the manual skills.

(S) Skill chip, contains four of the seven skills, dependent on where it is fitted (Leg, Arm or Head). It is possible to have an extra skill called a Multistage — this is a skill booster. In our example above, suppose we have a Skill power chip of 1211, and a skill chip with a Multistage instead of a Sword skill.

The result will be: Brawling level 1, Multistage x3, Slug Guns level 3 and Reaction level 3. All the skills after the multistage will be boosted, so Slug Guns and Reaction are multiplied by 3 Note also that this is a poor configuration as the Multistage is boosted by a 2 on the Skill chip, whereas only a 1 is needed. If we change the chip to 1121 we will get: Brawling level 1, Multistage x3, Slug Guns level 6 and Reaction level 3.

By the way, the Multistage needs only one powerlink to work, which can be in either the Skill power chip or the Strength power chip, so you can remove one of the powerlinks to conserve power. To give you an idea as to why all this is a good idea, if you have a Skill power chip at 3333 and a Strength chip of 3333 all fully linked and with all the powerlinks in place, along with a Multistage of 7, you can produce skills of up to 96, as follows: Multistage x7, Brawling level 96, Slug Guns level 94 and Reaction level 91. So it's well worth buying better chips and reconfiguring the circuits if you want to make serious progress through the higher levels.

(abc) Armour chip. This is used to determine shield efficiency — the idea is to drive the chip to create the highest possible shield efficiency at the lowest possible power drain. Each of the three positions on the chip can have either no gate or one of the following three types:

GREEN (AND GATE)
Must have two powerlinks powering it.

RED (EOR GATE)
Must have only one powerlink powering it.

YELLOW (OR GATE)
Can have either one or two links to power it.

The efficiency of the shield ranges from 0 to 7, with 7 being maximum shielding. Each position on the shield chip provides a different contribution to shield efficiency:

(A) BOOST +4.
(B) BOOST +2.
(C) BOOST +1.

So the most efficient (powerwise) configuration is to make position (a) an EOR gate. This will give boost of +4 for just one powerlink. The worst configuration is an AND gate in position (c), as it requires two powerlinks and gives a boost of just +1.

If you look carefully at the circuit board you will see that the centre two powerlinks are connected to two gates. So with the right chip (one containing all EOR gates) you can achieve maximum efficiency with just two powerlinks, with a corresponding benefit to the amount of damage you can take with minimum draw on your power-pack.

If you can't configure the chip very well, concentrate on positions (a) and (b), trying to minimise the number of powerlinks needed to drive these gates correctly.

Still with me? Award yourself an honorary degree in robotics and apply to Phi-Corp for a position on their design team working on the /ZX series of droids!

ADDITIONAL INFORMATION

A good plan for an experienced liberator is to configure the front two droids for maximum fighting capability, and the back two for other skills such as interrogation or computer hacking. Remember that it is the colour of the button you press which determines which robot carries out an action such as talking or accessing terminals. So you don't need to swap your droids round, just select the one you want to carry out the job in hand.

In battle you can see the level of punishment you are taking on the ID plates of your droids — it's shown as a number on a red splash. If the number is grey the damage will heal in time (especially if you go to sleep), but white numbers won't and will have to be repaired. You can get damaged bits repaired at the metal factory - the more it costs, the better the repair.

The optics factories are the best place to get a droid's head repaired. Hardware shops will sell you new and better chips for your droids, as well as replacement limbs, etc, if yours become badly damaged.

When reconfiguring your droids you will see that you can add power jumpers and level multipliers. These improve your skills but increase the drain on you power pack (kept in the chest). Keep topped up by plugging in to the power-points dotted around var-

JADVA, Mark Antony
Detained for the murder of
Councillor Dran – 15/03\2017.
Who had died under
interrogation by model XLVI.
Securi – Droid.
No Case filed......
"No wonder they covered it up."





ious buildings. Factories have the most — but remember, the police hack the power company's computer and can tell when and where power points are being used. Incidentally, their own computer records failed log-in attempts, so if you are going to hack in get it right!

You will notice that when the droid's talk to each other, they all have names. You can change the names if you want by pressing the yellow button (or right mouse button) over the info icon in the backpack. You have to enter the backpack via the droid icons (i.e. using the left shift key) for this to work.

MAKING PROGRESS

Although it's possible to complete early levels without paying much attention to anything other than the people you are told to see, much more rapid progress can be made once you start exploring and talking to people.

Money is always a useful commodity, so it's worth accumulating as much as you can. To do this, although in a morally dubious way, you can rob houses. Large value credit cards will usually be locked within the depths of a house and will often be guarded. Objects you find and which aren't needed by the people you have to meet can often be sold to a trader. Be careful, though, as objects found on the trail to a character may be needed later on.

However, you may be able to buy what you need from a trader if you can't find it lying around. If you're short of money and can't find anything to sell, many characters drop things when killed which can then be sold to another trader.

The upstairs rooms in shops often have goodies in them which you don't need to pay for. If you're really desperate, you might be able to sell your weapons or even your body parts for scrap. The best credit cards, with really large amounts on them, are in the banks. Needless to say they are kept in vaults and heavily guarded. Getting weapons into a bank is not easy, but if you do then turning over the bank is very profitable.

There are two ways to get weapons inside the bank: first, buy weapons that cannot be detected by the security droid (ceramic ones are a good bet); and second, shoot your way in. You will then have to operate the teleport yourself, which involves activating the control and running back into the teleport area whilst it is operating. Be prepared for a major scrap!

Once you know an account number you can deposit money into a bank. You will earn compound interest on any money in your accounts when you complete a mission.

It's worth buying as many master keycards as you can to speed up exploration. You can buy a master card for each zone and for each of the two building types (houses and other buildings), usually from the sub-level traders, but they are expensive. The card will open all doors of that building type in a whole zone.

There are many other objects you can buy which speed things up. The computer protocol device, for example, lets you hack the police computer without having to improve your computing skills. The alien scanner will let you detect baddies without opening a door to see what's behind it, and will warn you of anything creeping up behind you. A video bug stuck to a monster (throw it at one) will transmit pictures back to a receiver. This allows you monitor other parts of the city as the creature wanders about.

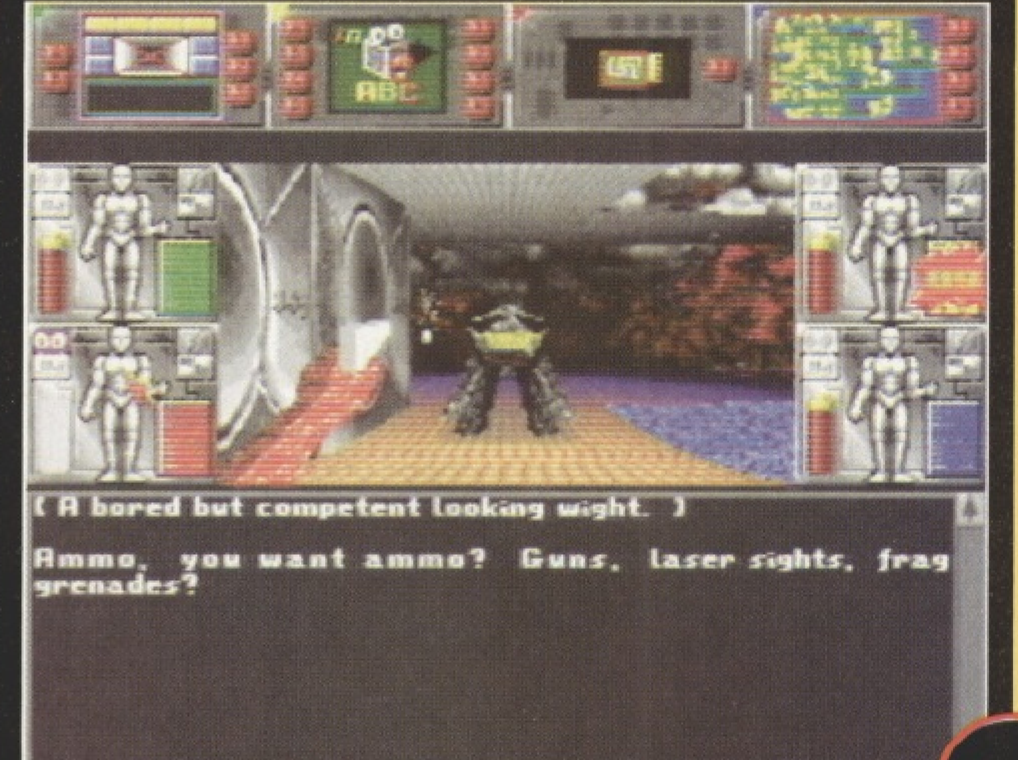
HELP! I KEEP LOSING THINGS

There you are, about to do battle with a monster, you press fire - and nothing happens. You've been robbed! Especially below the streets, the world is full of muggers. They don't attack you, they just steal from you. If you are looking at them, you may notice a slight twitch under their cloak. If so, check all your droid's hands - somebody just lost something.

Of course, a good mugger will sneak up behind you while you are doing something else, so you won't know you've been done over until you come to try and use whatever it was that was taken. Luckily, muggers can't steal from your armour-plated backpack, they can only take things you are using. So it's a good idea to put credit cards and stuff into a backpack when not being used if you are in a dubious neighbourhood.

Sometimes your droids will notice and call out as they are mugged. The only way to get your stuff back is to kill the mugger. This means finding him (or her) if you didn't notice at the time. The mugger will hang on to your stuff until killed, so a quick and brutal reduction in the mugger population will probably get your equipment back (as well as turn up other stuff that could be useful).

If you leave things lying around, they probably won't be there when you go back. However, there's a good chance that a worthy citizen has handed it in at a police station. Unfortunately, being who you are, you won't be too welcome in police stations, and the lost and found room is naturally both locked and guarded.



STAR TREK

Blast away those Klingons (which sounds pretty painful to me) and talk yourself out of impossible cliff-hanging situations with this, the final thrilling instalment of The One's complete guide to Interplay's Star Trek.

THAT OLD DEVIL MOON



1. Go to the Alpha Proxima star system and enter standard orbit around the asteroid. Use Uhura to hail it, talk to Spock and then consult the ship's computer about Proxima, Proxtery, Lucrs, Sofs, Scythe and fun with base numbers. When you've digested all this information, grab your phaser and beam down.

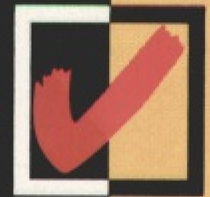


2. After you've beamed down pick up a rock and walk towards the door. Use Spock on the keypad on the right of the door, enter the code; 10200 (which spookily enough is the number 99 in base 3) and then go through the door.

MR. SPOCK

A COMPUTER TERMINAL, CAPTAIN. IT USES THE LUCR ALPHABET. I THINK I CAN DECIPHER IT.

3. Use the tricorder on the computer terminal and then use Spock on it. Use Spock on the writing on the door and then use him on the lock. Enter the number 122 and go through it. Use Spock and the tricorder on the keypad and the closed door and thennip off to the east.



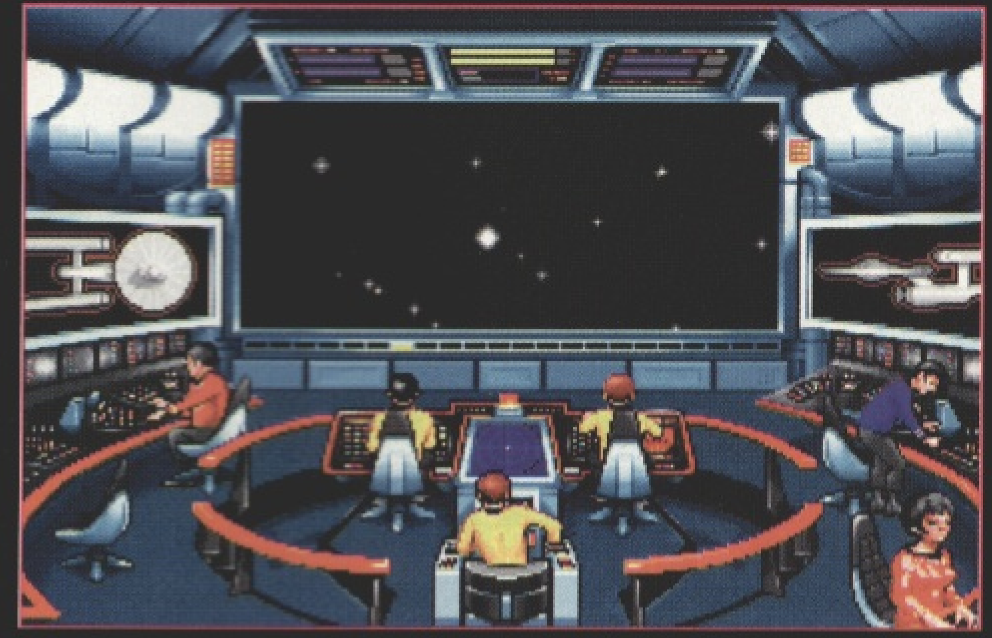


4. Use the tricorder on the drill's control panel twice and then use the box. Take the wire from the box, use Spock on the control panel and set it to 100. Use rocks on the template that's burned into the wall, next use Spock again on the panel and set it to 001. Take the keycard from the template.



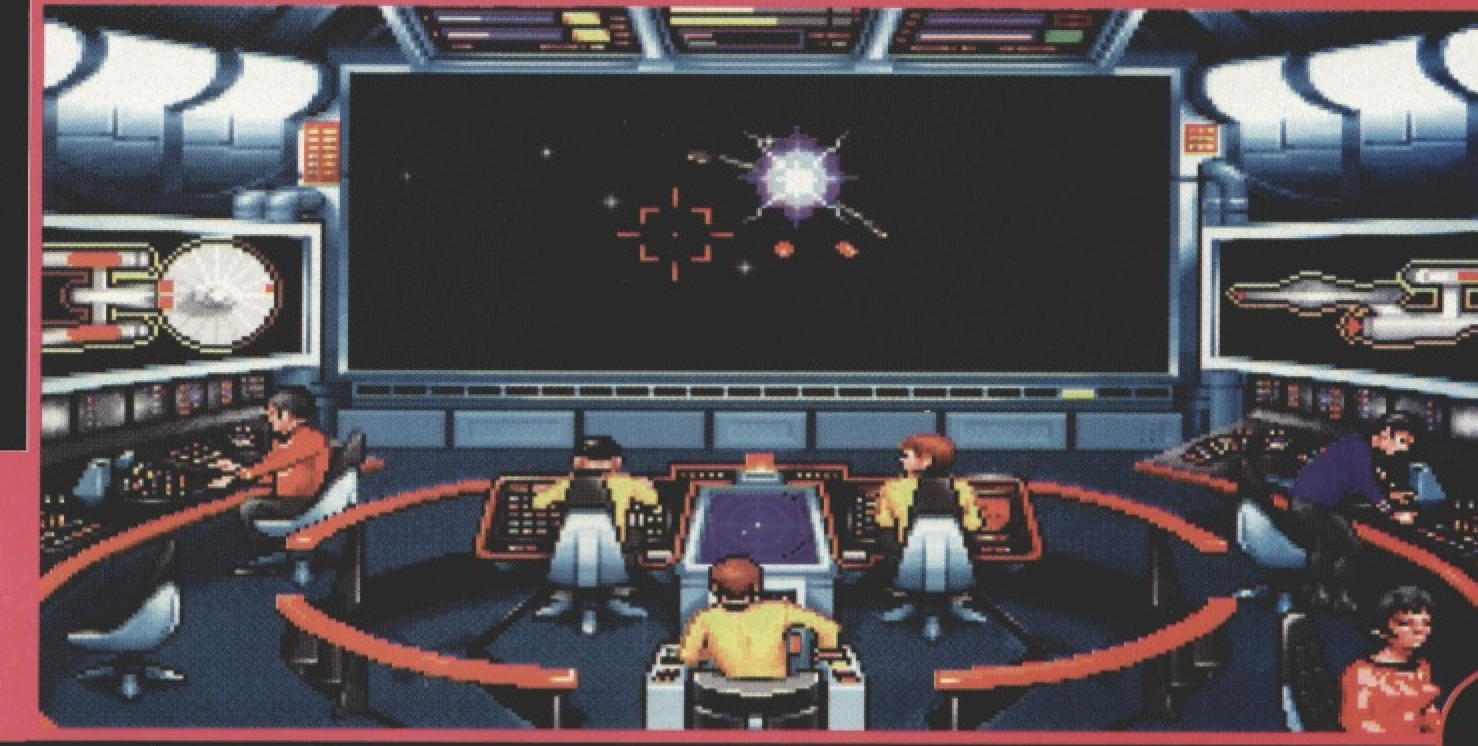
5. Go west and use the keycard in the keypad. Now go north and use the tricorder on each of the three computers. Use Spock on the left and the right computers only. Finally use the wire on the right-hand computer and then use Spock on the left-hand one. Ta-daaaaa. Another episode bites the dust. Beam us up Scotty...

VENGEANCE



2. With your game safely saved you've now got to engage the fake Enterprise in a hot and sweaty space battle. Set your speed to either 2 or 3 which will, fingers crossed, make the enemy circle around your ship. This way he's much easier to shoot and destroy.

1. Before you beam over to the destroyed starship, choose option #2. Beam over and use McCoy on the injured crewman. Next use the tricorder on the ship's control panels which are located just above the captain's chair and then use the tricorder on the captain's chair to read the last log entry. Go south and use McCoy's tricorder on the woman. Talk to her and then use the communicator. Select choices #1, #1 and #2 and — this next bit is very important so I'll use capital letters to emphasise it — SAVE YOUR GAME!!



3. But that's not the end of it, oh no. When the two Elasi craft arrive on the scene, you've got to destroy them both to complete the game. That's it. There is no more. The End. Now all we can do is hope that Interplay decide to convert Star Trek: Judgment Rites to the Amiga... Ho-hum.

THE LABYRINTH OF TIME

Stuck in the Mirror Maze? Vexed by the Laundry chute? Yes, me too, but now help is at hand. Let The One lead you through The Labyrinth of Time.

When I first played The Labyrinth of Time I wandered around for a bit, said "Ooh, that's pretty" and "Ahhh, that's nice", wandered around a bit more and then got completely and hopelessly stuck.

Yes, it may be a flick-scrolling adventure but the Labyrinth Of Time is a really tough one. And so, for those of you wedged tightly into the boat of frustration, drifting aimlessly on the sea of bewilderment (nice metaphor; you ought to be a writer. — Dave.), here is the solution along with a few scattered hints to help you.

LET'S GO!

The game begins in the subway car and all you have in your inventory is a single quarter. Don't use this coin in anything other than in the phone in the booth in the 50's Diner on the upper level. Got that? Good.

You see you don't use this quarter until you find the telephone because using the coin here allows you to pick up thirteen more which will cascade handily onto a stool. Once you have all these quarters it's just a matter of visiting all the areas of the labyrinth and finding the objects which will allow you access to other areas. But let's worry about that later. What about the subway car...?

You'll begin the game in a subway car on the middle level and the only item you have at the start of the game is that one quarter I mentioned earlier. You can exit this middle level in one of three ways; by using the elevator in the hotel, by falling through the city street when you cross against the red light, or by the stairs which you will come to after making your way through the medieval maze.



As the door to the south is locked all you can do is bravely walk into the hotel. One of the doors is locked so we'll come back to it later and the only other room of interest is Number 14. This is the room with the wardrobe in it (which is also locked) and the key to it is located in the western town on the upper level.

To get to the western town, go up in the elevator, past the crystal cliffs, through the dim tunnel and through the railway car. Nip into the sheriff's office and open the drawer on the desk. Look at the drawer and take the brass key inside. Oh, and while you're here pop into the saloon and grab the bottle ofwhiskey.



In a courtyard, facing west

You press the button.

WHAT A CARD!

Once you have the brass key, return to Room 14 and the locked wardrobe. Use the key on the wardrobe and get the cardkey and the journal that are lying on the shelf. The card key will allow you to use the teleport at the end of the mirror maze, while the journal will reveal information regarding the history of the labyrinth.

The journal also discloses the combination to the lock on the door that leads to the tomb of King Minos. Of course, the combination will only appear AFTER the shirt has been cleaned and the newspaper printed and placed under the sign. But as this probably means nothing to you now, we'll forget about it and return to the problem later.

Once you have the cardkey you can enter the mirror maze (the doorway opposite the elevator). To get through this troublesome section simply follow this sequence: once

you have entered the clown's mouth go straight, right, left, straight, left, left, right, left, straight, right, right, straight, left. Morgan the fortune teller lies in the centre of the maze. Be sure not to use your only quarter in it.

Once you make it through the maze you can use the cardkey in the teleporter slot. After using the cardkey you must press one of the buttons to teleport. The green button will transport you to the library, the blue button to the museum.



MUSEUM PEACE

Pressing blue takes you to the museum where you should pick up the alien belt. There are also three levers here. Pulling the two outside levers in the museum will place or remove bridge sections. One also places a section for the mine in the western town.

Each time you move a lever you will be teleported to the middle level, so be prepared to walk back a few times. Pulling the centre lever will cause the subway car to be crushed but if the subway car is crushed during the game don't despair as it can be 'pumped up' with the bicycle pump which is found in a toolbox at the construction site on the upper level.

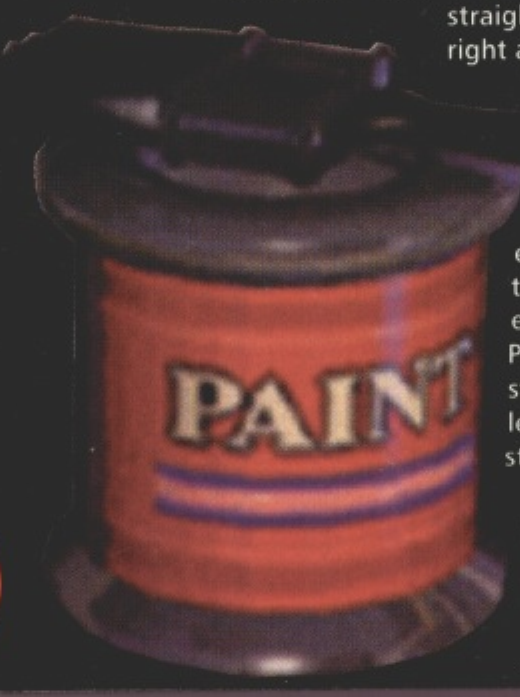
Next press the green button to teleport to the library. The cave and the mountain road can be reached by teleporting from the southern-most room of the library. The first time you exit the cave and walk across the road you will narrowly dodge the falling rocks and they won't injure you. However, to cross back you must be wearing the helmet which is found in the south-east corner of the medieval maze. You will not be able to pass the rocks if you're aren't wearing the helmet. Safety first.

CRYSTAL PALACE?

After the rockfall you'll come across the Cretan palace. Have a quick wander round and take the Labrys which you can find in the central room inside the large circular object. Now it's time to enter the medieval maze.

The maze is located on the middle level to the east of the cave and the Cretan palace. To navigate through it to get the helmet go: right, left, right, straight, left, straight, straight, left, right and right. You should find yourself in the far-east corner. Get the helmet and make your way back using the map for reference. To get out of the maze to the upper level and the 50's Diner, enter the maze from the Cretan Palace and go: right, left,right, straight, left, straight, straight, left, left, right,straight, right, straight, left, straight, straight.

After climbing the stairs, the first object you'll find is a can of paint. This is very important so be sure to take it. Step out of the closet and use your single quarter on the telephone. After inserting the coin in the slot, thirteen more will fall onto the stool underneath. Pick up the quarters. Use a coin on the jukebox and get the silver key from the coin return.



North of the 50's Diner lies the hedge maze and the following sequence will allow you to safely navigate it. Entering from the south go: right, left, right, left, right, left, straight, left, right, straight, right, straight, right, left, left, straight. After dashing through this maze you'll enter a construction site. Take the screwdriver lying on the workhorse and note down the numbers on the west wall too. These numbers are the solution to the theatre puzzle.

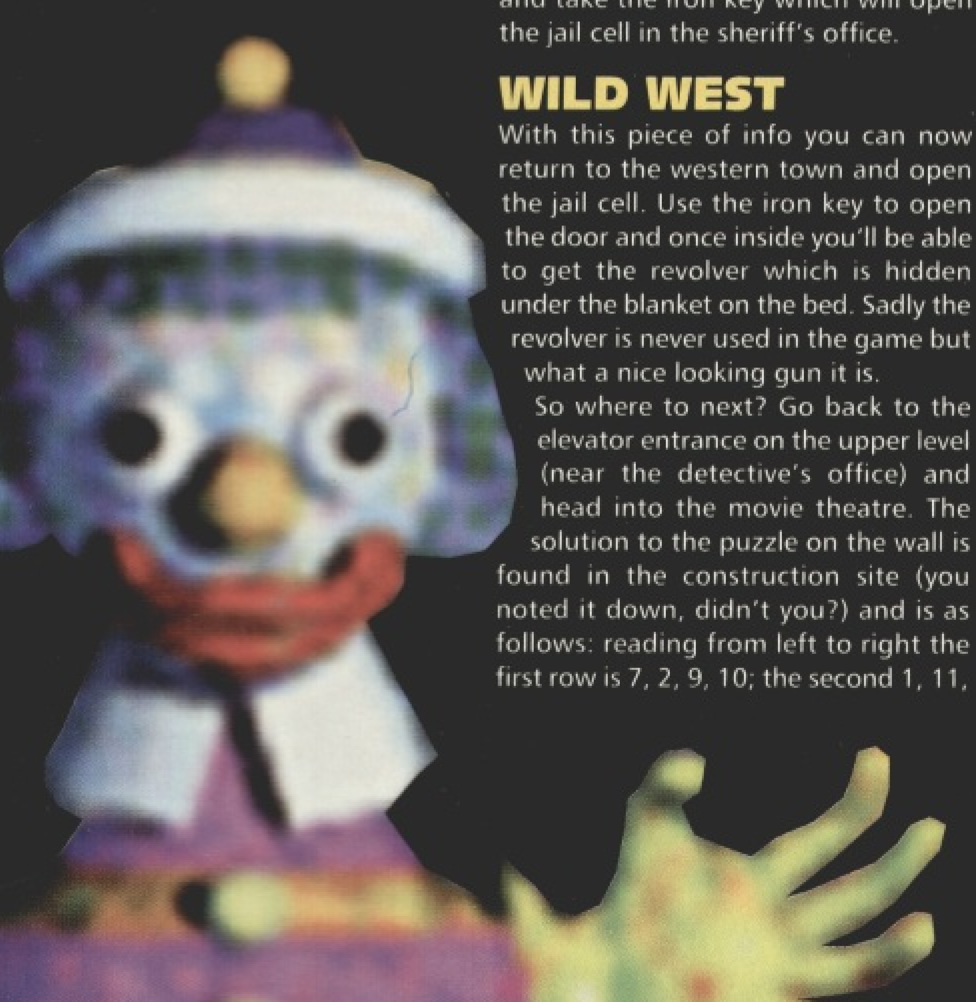
Now you have the silver key it's time for a long walk back to the detective's office. Use the key to open the door

and take the iron key which will open the jail cell in the sheriff's office.

WILD WEST

With this piece of info you can now return to the western town and open the jail cell. Use the iron key to open the door and once inside you'll be able to get the revolver which is hidden under the blanket on the bed. Sadly the revolver is never used in the game but what a nice looking gun it is.

So where to next? Go back to the elevator entrance on the upper level (near the detective's office) and head into the movie theatre. The solution to the puzzle on the wall is found in the construction site (you noted it down, didn't you?) and is as follows: reading from left to right the first row is 7, 2, 9, 10; the second 1, 11, 5, 13; the third 8, 15, 14, 12; the fourth 3,4, 6. Once you solve the puzzle the wall will open revealing the entrance to the construction site. Look inside the toolbox to getthe gold key and the bicycle pump.



Once you have the gold key you can open the locked door in the hotel. In the servant's room there is a blank sheet of paper on the table which you must use with the printing press in the western town on the upper level. Once you have printed the newspaper, return it to the servant's room and place it underneath the sign on the wall.

LOSE YOUR SHIRT?

Next you're going to need the shirt so return to the subway car and go south to the locked door. The door can be opened by unscrewing the screw in the latch with the screwdriver and then taking it. Once you loosen the screw you can open the door and enter the city streets. To fall down to the lower level just cross the street. Get the dirty shirt.

The dirty shirt must be taken to the laundry chute on the upper level in the hotel and dropped inside. The shirt will appear, clean and pressed, later in the servant's room under the sign.

But there's a combination lock — how do I open it? Well, the combination to the lock can be found in the journal which you found in the wardrobe in the hotel on the middle level. However, the combination will only appear after you have cleaned the shirt and put the newspaper you printed under the note in the servant'sroom. Anyway the combination is Corelius's birth date which is 4/8/72.

Having cracked the combination lock you will be in the tomb of King Minos. The tomb contains a sarcophagus inside which is a Cretan ornament. Take this as it is used to open the locked door in the Cretan palace.

Nipping nimbly back to the palace the locked door will allow access to the King Minos' throne room. Move the throne to find another can of paint. Take this as it's just as vital as the first can. Trust me.

HAZY DAYS

Now this is the bit where I level with you. This is as far as I've got and I'm afraid the end game details get a bit hazy from now on. But then hey, you don't want me to spoil all your fun do you?

So what have we got left? Ah yes, the mine entrance. This is located in the western town. To open the door to the mine, push the cart down the tracks and through the wall. If this doesn't work you need to lower the bridge piece using the levers in the museum. Inside the mine pick up the lantern (which will be needed to explore the Mayan Ziggurat) and then the sword.

To finish the game you're going to need one more important, nay, vital item: the Mayan talisman. This talisman can be found in the middle room of the museum. It is in the broken exhibit after the bridge to the maze centre is completed (a bit of lever fiddling accomplishes this). Now all you have to do is wander into the surreal maze and find the middle. The maze centre is located north of the Cretan palace, and to get there you must complete a bridge which connects the two.

When you finally reach the maze centre you will come face to face with the head of the minotaur. To defeat him you must use the two cans of paint to coat both mirrors, place the Labrys in the right spot on the wall and use the Mayan talisman.

And that is most definitely and finally that. You've cracked the Labryrinth Of Time. Well done.

SIMON THE SORCERER

Okay, now that you're out of the Goblin village it's time to venture forth with this, the second and final part of our complete solution to AdventureSoft's smart graphic adventure. Being a wizard has never been so much fun!





1. WOODCUT WOES

In the icy wastes use the metal detector on the screen shown here. Take the rock with the fossil in it (the interesting looking rock also found on a snowy screen) to the blacksmith and use it on the anvil. Now give the fossil to the paleantologist who'll move his dig site to where you left your metal detector.

2. RUBBER TREES

Go to the new dig site in the snow, look at the dirt and pick up the milrith ore (what would we do without mithril ore, eh?). Use the ore on the blacksmith's anvil to get an axehead. Give the axehead to the woodcutter who'll leave to cut down trees. Nip inside his cottage, use the extinguisher on the fire, pick up the climbing pin from the table and move the hook in the fireplace. You'll descend down into a woodstore where you can pick up the woodworm's favourite choice of wood. Go to the stump and talk to the woodworm.



3. NAFFLIN IN A SPIN

Go back to Repulser's Tower. Use the woodworm on the floorboards. Use the ladder to get down the second and open the tomb. When Nafflin appears, 'move' the loose bandage and get the staff. Go back to the wizards in the tavern and they'll induct you as a wizard for 30 gold pieces.



4. FROGGY PROBLEMS

Return to the druid's cottage. He wants some frogsbane in return for a potion. Go to the Swampling's house, move the crate and open the trap door. There's a loose plank down here so nail it down. Get the frogsbane from Skull Island and return to the druid. Voilá, you now have one shrinking potion



5. SHIFTY SORCERY

Go to the talking tree and use the white spirit to remove the pink splodge. Talk to the tree and get the magic words. Go to the ruined witch's cottage and pick up the broom. In the magical battle try and beat her as best you can. I tend to go for sausages all the time. When she loses and changes into a dragon, change into a mouse and escape into the mouse hole.







6. EXTRA STRONG MINTS

Now it's time to go to the tower. Use the climbing pin with the hole and go up. Consume the mints to melt the snowman. When you reach the tower the bridge will collapse. Use the broom to get over the gap and then consume the shrinking potion.

7. MY SECRET GARDEN

Pick up the leaf, the stone and the matchstick from the bucket. On the next screen, get the lily leaf and use the matchstick and leaf with it. Get on the leaf and get the seeds. Return to shore and use the seeds with the rock to make some oil. Use the oil on the tap and then the hair on the tap.



8. THERE ISN'T MUSH-ROOM

On the other side, look at the water and pick up the tadpole. Talk to the frog and tell him that if he doesn't get out of the way, the tadpole gets it. When he leaves, pick up and consume the mushrooms. When you're back to normal size get the branch from the tree.





9. INSIDE THE TOWER

Use the branch to defeat the chest. Pick up the spear and the shield. Go down and use the spear to get the skull on the ceiling. Pick up the chest. Move the lever, put the chest on the block and move the lever once again to crush it. Move the lever once more time and pick up the candles. Go up and up again

10. SMELLY SOCKS

Get the pouch, sock, book and magic wand. Use the sock with the pouch and the pouch with the hole to get the mouse. Talk to the mirror and go up. Talk to the demons. Get the book and chemicals. Use the chemicals on the shield and hang the shield on the hook. Talk to the mirror again. Ask to see the lab. Read both books and go back upstairs. Talk to the demons.



11. IT'S THE PITS

At the fiery pits, pick up the pebble and the Y-shaped sapling. Talk to the souvenir seller who will give you some brochures. Look at the brochures and then use the elastic band with the sapling. Use the beautifully constructed catapult with the bell to distract the souvenir seller. Pick up the souvenir matches and move towards the pits.



12. TRULY SORDID

Use the magic wand with Sordid and he'll turn to stone. Now relight the pits with the matches and chuck the wand into the re-lighted pits. Unfortunately, Sordid now returns to life and zaps you away. Simply wander back in and use the floor wax with Sordid to defeat him. Congrats - you've finished the game!



SNIP TIPS

Welcome once more happy lads and lasses to the sign that says you're welcome, not to mention the sign that says you're cheating - yup, tip time is upon us once more. If you're standing in the newsagents writing down all these level codes in a small book, then may I suggest that you sod off double-swiftish. If you're a faithful reader, however, then hi, come in, have a cuppa'. Don't forget that I can't exist without you, so if you fancy your name in lights and your letter box stuffed with a free software prize, get your tips into: Mr Tips, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Thanks a mill'.

SYNDICATE
Bullfrog

Ta very much to Mike Egan from Swindon and Matthys Van Der Mar from Holland for these company names with a difference. Type 'em in for a sorts of strange happenings...

OWN THEM
Turns all the countries except one to your colour.

DO IT AGAIN
Lets you choose any country you want.

ROB A BANK
Lots of cash.

MIKES TEAM
Gives you 100,000,000 dollars, and all the modifications and weapons have been researched for you.

MARKS TEAM
This does almost the same as MIKES, except all your team have been kitted out with weapons and have had the best modifications done to them. Your cryo tubes are also full.

WATCH THE CLOCK
Time passes very fast indeed.

BRUTAL SPORTS FOOTBALL
Millennium

A Mr Andy Wain from Worcester has sent in a code that takes you straight to the 1st Division matches for the ultra-violent sport sim, so type it in and get hurt big time.

FQMXQX7KN
5S9HC9ZZZ
THE-ONE—

THEATRE OF DEATH
Psygnosis

I'd like to extend my thanks to the anonymous reader who sent in a huge computer-printed sheet filled with level codes for this



Psygnosis war-sim. I love you and I want to have your children.

GRASS LEVEL

Slaughter House	None
Grenade Test	3742D37511750
Tank Test	3743AB043D2C0
Chopper Squad	374EB1C108DF0
Air Support	3747F2D2304E0
Operation Cobra	374E0FA058500
Flush 'Em Out	375218624A9E0
Yellow Chickens	3741EE8D68730
Wildgoose	377E1AAF75510
Freedom Part1	37D0B6574FA90
Freedom Part 2	371AD5D760290
Certain Death	3066A48019700

DESERT LEVEL

Mantrap	772B8AF13DEC1
Ironside	772BACDB1A581
Investigation	772BED881E0C1
Warzone	772A0B160B531
Operation Blitzkrieg	772E227F5CE01
Heli Hath No Fury	772FF6A419791
Operation Destroy	7739AEB975CA1
Operation Judas	773D37DB11A41
The Defector	775AFCE94D9A1
Crater Maker	77821FFA68871
No Chance	776B092A2C571
Operation F.T.O. Part 1	7502584C79311
Operation F.T.O. Part 2	737BF005797E1

SNOW LEVEL

Operation Polaris	6031769A639B2
Swapping Sides	60314C8348632
It's a Secret	6031B00C30482
If It Bleeds Kill It	6033A48515532
Warzone	603325CA55CA2
The Great Escape	6035978F5A312
It's Freezing	60208E233B7D2
No Morale Values	6015C59C3B802
The Trojan Horse	606A6C10290C2
Operation Wolf	6020CD847A982
Trouble and Strafe	603C522C71302
Driving Them Mad	62D6F79E6C862

LUNAR LEVEL

You F.O.	56401FA7612A3
Shields up	564036CC6BB13
Pods and Sods	564095586C8F3
The Eagles /Landed	5640836454BF3
The Theatre Of Death	56441C7D065C3

THE SETTLERS
Blue Byte

Thanks to the large huddle of chaps and chappesses who sent in level codes for this stonking little game. Hold your breath and get ready for some hot love...

Level 1	START
Level 2	STATION
Level 3	UNITY
Level 4	WAVE
Level 5	EXPORT
Level 6	OPTION
Level 7	RECORD
Level 8	SCALE
Level 9	SIGN
Level 10	ACORN
Level 11	CHOPPER
Level 12	GATE
Level 13	ISLAND
Level 14	LEGION
Level 15	PIECE
Level 16	RIVAL
Level 17	SAVAGE
Level 18	XAVER
Level 19	BLADE
Level 20	BEACON
Level 21	PASTURE
Level 22	OMNUS
Level 23	TRIBUTE
Level 24	FOUNTAIN
Level 25	CHUDE
Level 26	TRAILER
Level 27	CANYON
Level 28	REPRESS
Level 29	YOKI
Level 30	PASSIVE

CHRISTMAS LEMMINGS
Psygnosis

Peter Lindley (a mere 15 years of age, I'm reliably informed) from Whetstone and Pat Jones (no age given) from Merseyside both earn themselves a tip pity top piece of free software for being the first in with these level codes for that oh-so-recent festive release Christmas Lemmings. Jolly good show! (By the way. Psyggy - where's our review copy? Eh? EH? We wanna play with the little cuties too!)

FLURRY

Level 1	No code
Level 2	IJJLDNCCC
Level 3	NJLDLCCDCK or OJNLHCEDC
Level 4	HLDLCIOEC
Level 5	LDLCAJNFC
Level 6	DLCMJLLGCV or DLCIKLLGC
Level 7	LCAOLLDHCP or LCANNLDHC
Level 8	CINNLLHICN or CIOLLDLICY
Level 9	CCJJMDLJCN or CEJIMDLJC
Level 10	IJJMDLCKCU or IKHMDLCKC
Level 11	NJOLHCELCL or NHMLHCELC
Level 12	JMDLCINMCK or JMDLCKNMC
Level 13	MDLCAJNNC
Level 14	DLCIJNMOC
Level 15	LCAOLMDPC
Level 16	CINNMDLQCS or CKNNMELQC

BLIZZARD

Level 1	CAKHNNHBDK or CCJJNQHBD
Level 2	IJJLFNCCDQ or IJKLGLCCD
Level 3	NJLFLCCDDN or NJLGNCADD
Level 4	JLFLCINEDC or JLFLCKNED
Level 5	LFLCAJNFDN or LGLCAJNFD
Level 6	FLCMJLLGDY or FLCIJOLGD
Level 7	LCCNNLFHDV or LCANOLFHD
Level 8	CINLLFLIDK or CMONNNHID
Level 9	CCJJMFLJDQ or CCJKMFLJD
Level 10	IKHMFLCKDW or IKHMGLCKD
Level 11	NJMFLCALDU or NJMFNCCLD
Level 12	JMFLCINMDN or JMGLCINMD
Level 13	MFLCAKMNDW or MFLCEJMND
Level 14	GLCOJMMODV or GNCMJLMOD
Level 15	LCCNNMFPDO
Level 16	BINOOOLQDQ or BINNOONQD



GAMES SURGERY

Dear Readers,

Please please please can you help me. I've got a problem with a magazine called The One. I've got to page 103 but can't get past the bit where all these horrible readers send me their problems.

Matt The Medic,
Essex.

(Tough. Get on with it. — Doctor David, London)

Dear Matt,
I wonder if you could solve my problems in INDIANA JONES AND THE FATE OF ATLANTIS. I can't get past the fat, bald, ugly guard in the Maze of Crete. He's far too strong (and drunk) and the boulder rolls the wrong way.

Sam Doesborgh,
The Netherlands.

Easy. Talk to Arnold, and get him to follow you into the next room. When he appears, use the ship's rib on the boulder to run him over. This won't get rid of Arnold, so move Indy to the other side of the boulder and use the stalactite on it. Don't forget to search Arnold once you've sorted him out.

Dear Matt,
I know that you've only just printed a solution to HOOK, but I'm having trouble finding all the mugs. Can you help?

Martin Reid-Smith,
Weybridge.

Dear Ms Reid-Smith (sorry, I have a cold), I could go into a long description but as my grandfather used to say 'Why go to all that trouble when you can cheat' so here's a way to gain all the objects neccessary to complete the game without too much effort. Enter the Bait & Tackle pub and pick up the mug next to the candle. Now try to pick up again from the space where the mug was and you'll get every item on the go. I thank you.

Dear Matt The Medic,
I've just bought A-TRAIN as part of a compilation. The only problem is that I'm crap at it and can't get very far into it due to lack of funds. Have you any cheats that will get me going?

Steven Morris,
Edinburgh.

I'm not really sure what you mean by 'get you going' but here's a cheat for tons of lovely lolly anyway. Just type in CHEATERCHEATERWIMP at any point in the game. See, easy as that.

Dear Matt,
I'm having trouble with a bit of an oldie — PRINCE OF PERSIA. There's just one bit on Level 2 where I can't get down to one of the nasty fella's without being killed before I can draw my sword. Do you have any cheats that will increase my energy or something?

Brian Stevens,
Poole.

Huzzah! (Just getting into the spirit of things.) I don't have any energy tips, but I do have a level skipper that will, er, allow you to pass onto the next level. (That was a pretty stupid thing to say really, wasn't it?) Anyway, just hold down 'Caps Lock' and 'L' keys to activate it, and then press a number to move onto that level.

Dear Mr Medic,
Please help me! I'm well and truly stuck in the slightly surreal GOBLIINS 2. Don't ask me how, but I've managed to get as far as the parchment on World 6. However, I haven't got the foggiest how to get any further. Come on then your fullness, get explaining!

Karen Price,
Nightsbridge.

If I'm honest (and this only based upon my attempts to play the game) I'm surprised that anyone has managed to get past the loading screen. Anyway, assuming that Fingus is now called 'F' and Winkle is called 'W', let's move on shall we...

Okay, get F to lift the handle and W to lift the point. Do this twice and then get F to take the book mark. Use this on the candle to give it a wick, and then get W to take the match and use it on the eye. This will now fall out, meaning that you can get the buffoon to kick it and smash the glasses.

Now get F to take some glass and use it on the ray of light to light the candle, producing a lump of wax. F can now use the wax on the seal and then on the imprint on the lock. Take the seed that emerges and plant it on the village map. The goblins can now climb down to the next screen with buffoon. Phew! Who thinks up these things?

Dear Sir Matt,
Please, please, please (etc, etc — Matt) can you help me with a budget game called ROBOCOD. I'm pretty good at the game, but by the time I get to later levels, I've already lost most of my lives and don't get to see much of the game. Do you have any infinite live cheats please, please, please (etc, again - Matt).

Paul Gifford,
Rugby.

Please, please, please stop being so humble — although I like the sound of Sir Matt! Type THE LITTLE MERMAID anytime during the game and then press the following keys for the following effects.

F	**You can fly!**
X	**Takes you to the exit.**
B	**Lets you drive in the bath!**
P	**Gives you an aeroplane.**
M	**Teleports you to any where in the game.**
F10	**Activates some weid and silly screen blobs.**

MATT'S SHOW-OFF SHELF

You must all hate me on a personal basis. I only say this because I've offered you the chance to impress your friends with displays of your infinite wisdom, and yet you still refuse to be in my gang. Come on — help a fella' out!

MEDICATION REQUIRED

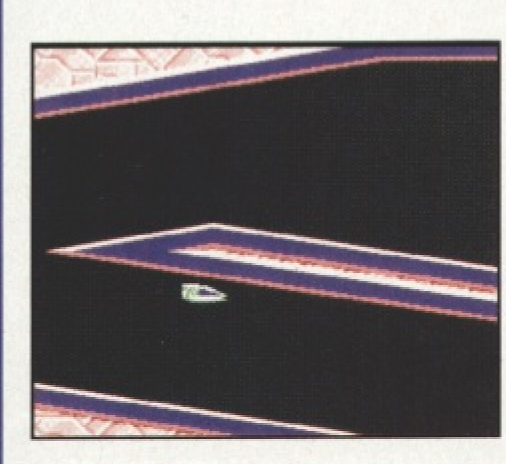
- A very persistent Victoria Dutton from Powys is (apparently) desperate to know how to kill the dragon in the castle in DUNGEON QUEST. She has found the magic ring but can't get it to work.
- Victoria also wants to know how to get past the lake in SPELLBOUND DIZZY.
- Stuart Thompson from Brixton wants to know if anyone has found any cheats for DIGGERS.
- Gill the Lard from Fat Lad Land (?) wants to know how to blow up the factory on mission 12, Part 6 of 6 in CANNON FODDER.

THE SURGERY IS NOW CLOSED

Ooh-la-la. Time's run out again. Don't despair though, I'll be back at the same time next month with more medicinal offerings, so get your probs into: Matt The Medic, Games Surgery, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please don't phone in or send SAEs as I can't answer your queries personally and all those homeless stamps make me want to raise a people's army and seize control of the state. See ya!

Hey, you crazy guys! Have any of you noticed that the title PD Zone actually includes the word 'ONE', as used in the title of this very magazine. Yes. I know. Brilliant, isn't it! How many other words can you spot that include the word 'ONE'? Answers to Matt at the usual address. Oh yes, and here are some PD games as well.





SPATIAL HYPERDRIVE

Mike J. Rawes (author), **available from all good PD Libraries.**

I love a nice simple game, and this is just about as simple as they get. In Spatial Hyperdrive, you're a pilot who must navigate his ship down a horizontally-scrolling tunnel. Your craft crawls along at first, but gradually increases in speed until it's steaming along at a speed that even Nigel Mansell would fill his pants at.

But that's not all. Alhough the tunnel starts off fairly roomy, as you progress further it starts to branch into separate narrow forks, making a tough job even tougher. Make your choice and make it well because you'll find that some routes are more demanding that others.

You have a number of shield points, shown as bars along the top of the screen, and you lose one every time you hit a wall. Other than that, Spatial Hyperdrive is simple, very hectic and very demanding on your reflexes - but what's it actually *like?*

Well... it's alright. I suppose. It's very fast and very panic inducing, but you'll soon discover it's not the sort of game you play to see what surprises lie on the next level. After all, at the end of the day flying down tunnels very fast is just, erm, well, flying down tunnels very fast.

The action is impressively smooth (though the edges of the screen suffer a bit from the speedy update) and the control is pretty responsive too. The tunnels have been mapped out well, with lots of nasty twists and turns that make the tunnel look as though it's going to head off one way when in fact it's about to shoot off in another.

In summary, this is a decent 'pap your pants' offering that has initial impact, but probably won't have you coming back time and time again simply because it's too samey.

OVERALL 67%



KUNG-FU CHARLIES

Assassins, Disk 145.

Before we begin, I feel it only fair to tell martial arts fans - DON'T GET EXCITED! Kung-Fu Charlies bears as much relation real Kung-Fu as the taste of chicken-flavour crisps does to the taste of real chicken. It's a silly game, and no mistaking.

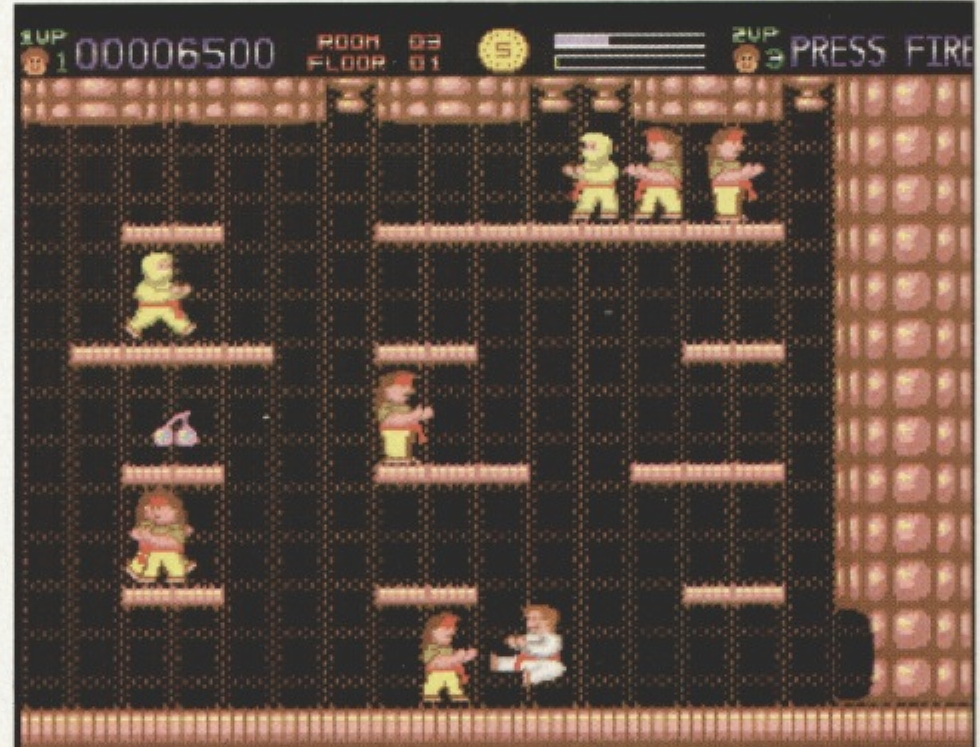
You, young man, are a Kung-Fu Charlie, as are all of the characters that appear in this game, and have been charged with a simple task - beat up anyone you encounter. Anywhere. You do this using a limited number of moves that rival even that of Bruce Lee (I'm referring to the old Spectrum game, not the actual Bruce Lee) and with not only a kick but a flying kick as well, must beat everyone off the screen.

Bad guys vary from donkey-like Ninjas who just wait on platforms for you to arrive and deal out death, to more agile fighters who'll pursue you ledge to ledge. In honesty, none of these opponents are worth worrying about, as they're all pretty stupid at the end of the day (and fairly dumb first thing in the morning as well.)

Once the room you're in has been cleared of enemies, you can exit via a door that opens in the wall - leading into a similarly furnished room with more of the same.

It's all pretty simple, as I imagine you've gathered from the description, but it has to be said that it's actually quite fun leaping about and smacking thick little people around the screen. The graphics are old fashioned but clear and the sound effects are limited to a 'shmack' noise, but who cares? It's a lovely little time waster and a lot better than some of the rubbish we've seen in the last few months (need I mention the words 'Fistfighter' or 'Dangerous Streets' on these pages? I think not.)

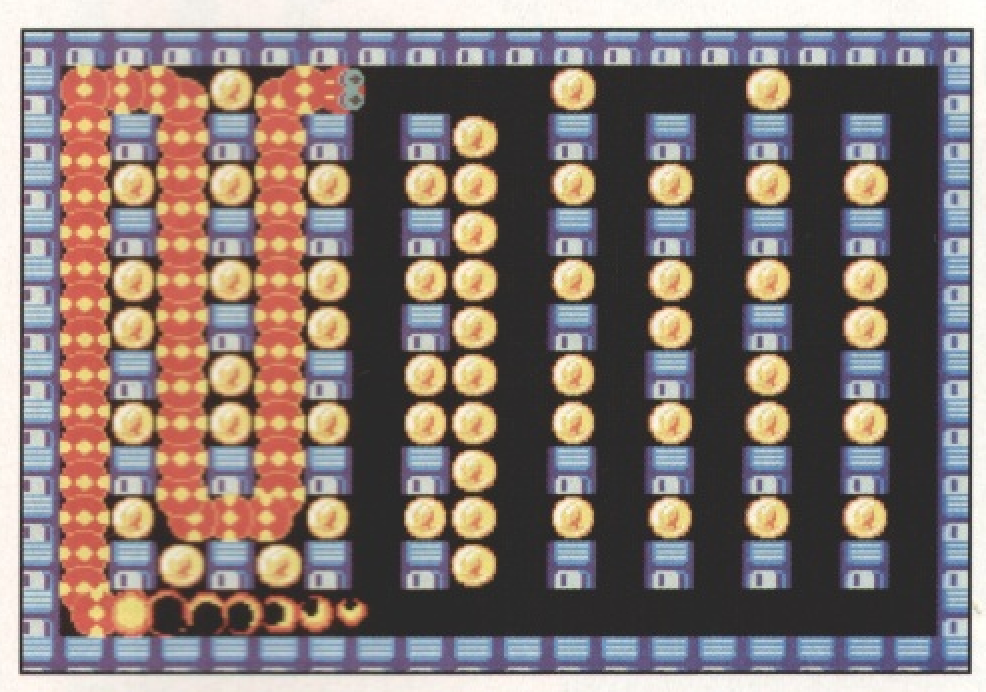
OVERALL 79%





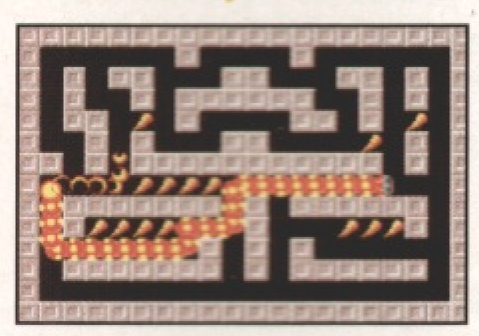
PD PHONE HOME!

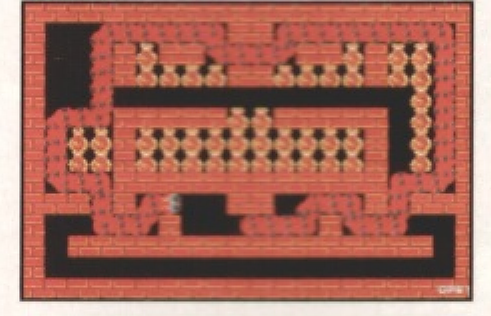
● Darren Ithell, 36 Portia Avenue, Bebington, Wirral, Merseyside L63 5LF.
● 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH. Telephone: (0924) 366982.
● PD Soft, 1 Bryant Ave, Southend-On-Sea, Essex SS1 2YD.



NIBBY NIBBLE

Assassin, Disk 144.





Yes, I know it's an old idea and, yes, I know we've seen it about a hundred times before, but this is just such an excellent version that I had to include it. Nibby Nibble is, of course, another copy of that age-old classic, Snake.

In Nibby Nibble, you take the part of a snake who, like David, can't get enough food. The only problem is that, again like David, the more he eats, the bigger he gets. This might not appear to be such an incredible problem, but whereas we just widen the office doors for Mr Upchurch, Nibby travels through a series of maze-like areas and, should he bump into his ever-lengthening tail, will end up eating himself and losing a life.

Each level presents a different food and a different layout, varying from standard mazes to intricate grid layouts, necessitating ever-changing strategies if you hope to clear the level before crashing into yourself.

Where Nibby varies from the other numerous copies is that he isn't a continuously moving snake, with the player able to pause for a moment aand plan ahead, thus allowing a touch of strategy to enter the game. The levels are still under an overall time limit, but this little difference does allow the player to take a bit more time and avoid the 'death by panic' which seems to creep into quite a few of these game types.

Although we tend to attack games that are unoriginal, this had me and Dave well and truly hooked just because it's so beautifully done, with excellent presentation and responsive controls. The difficulty level is just right, meaning that after a couple of plays you're left with more idea of how to complete each level on your return.

The graphics are made interesting thanks to the variety of levels and items, and the overall feeling is that of a professional budget game. T'is very nice indeed, and a definite for collectors of quality nostalgia.

OVERALL 90%

PARATTACK

Assassin Disk 147.

Now call me stupid, call me easily pleased but I like this little chap. If you're looking for an involved plot featuring paragraphs filled with story and intrigue then you'd best look elsewhere, because all I have to offer you is killing on a grand scale. Still here? Thought you might be!





In Parattack, you take on the role of a lone sentry who has been left to man his base's anti-aircraft gun. Unfortunately, the enemy has chosen that night to launch a major air offensive, with squadrons of helicopters and aircraft airlifting in asssault paratroopers whose sole intention is to blow you up.

It's your job to destroy these attackers using the limited supply of ammo in you gun turret. Each successfully destroyed craft rewards you with more shells, meaning that you need to be efficient or else you'll run out of ammo before the last para has been killed.

If paratroopers are dropped before the aircraft has been destroyed, you can still shoot the actual paras, but should enough manage to land safely they'll form a human ladder to your turret and present you with the latest in small, metal, explosive balls. I think you know what I mean.

Parattack is an excellent example of how a simple idea can be made to work just by injecting a bit of character, with little screams from shot paras and decent little animations as they climb your walls and crash-land nearby. The paras themselves have a touch of 'Lemmingness' about them, and it seems that after Cannon Fodder people are beginning to realise the advantages of using little people in war-themed games. (Sick, eh?)

Though this isn't exactly the sort of thing you're going to impress your console-owning mates with, it has the same sort of 'load it up for a quick slaughter' appeal that Walker and Cannon Fodder have, only cheaper! Not stunning, but pretty good fun and well worth a couple of quid.

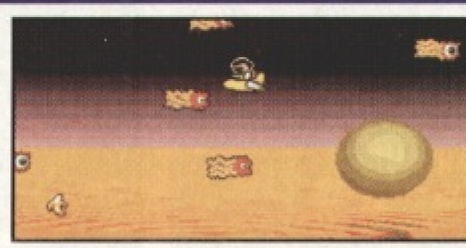
OVERALL 81%

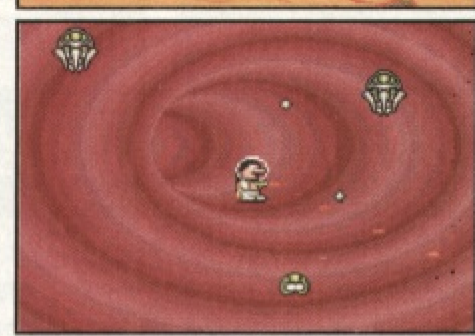
DITHELL IN SPACE

Darren Ithell, £3.99.

Those readers with a fine memory and a sharp mind will probably recall Dithell from a few months back when he ran and jumped around platforms changing their colours. Well now he's back, and this time he's in space.

This game is split into three main types of play, one being a 'fly around a platformed level shooting things' affair, the second being a 'left to right shooting oncoming obstacles' thang and the third being a 'control your floating craft while shooting baddies and collecting fruit' jobbie. Collecting fruit is very important, as not only does it award you points but it also gives access to higher levels of firepower - very important for later levels.





Dithell In Space can be played as a single-player game, a 'two players on-screen at once' game or a two-player split-screen game, all with no slow down in the action. Well done, Mr Ithell!

As an overall product, I have nothing but praise for DIS, as it puts some of today's full price releases to shame with its presentation, between-level animations, sound and originality of style, but unfortunately the game is a bit harsh as far as 'lives and the ease of losing them all very quickly' goes.

During the main part of the game (i.e. where you move around the platform levels shooting aliens and picking up fruit) you're flying with the aid of a jetpack which isn't incredibly easy to control which, when coupled with the aliens' sometimes unpredictable movement, can lead to lots of bouncing into baddies problems.

All said and done this is very, very impressive, but a few problems with the controlability of the main character let it down. I was lucky enough to get some level passwords, but I fear the paying public will only get to see a small percentage of what the game has to offer. Brilliant stuff, none-the-less.

OVERALL 90%

CDTV?

We haven't heard about anything for the CDTV for many moons now but I thought you ought to know about a compilation CD from 17 Bit Software. This is the follow-up to the 17 Bit Collection, and contains over 600 of the best PD games ever, including all the Assassin compilations. It also features a full index and file search system that can be used for this and the original collection.

17 Bit: The Continuation Disc will retail at £19.99 and is available from the usual address.

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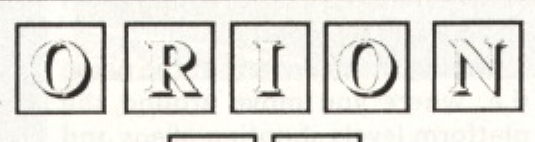
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BACK ISSUES







Being a person of discerning taste you are no doubt a regular reader of The One, the bible of all that's tops in the heady world of Amiga games. But even so there may well be embarrassing gaps in your collection. Maybe you didn't start reading The One until recently, or perhaps you didn't start reading at all until recently or maybe the newsagent simply ran out of stock - in which case why didn't you place an order?

Whatever, here's your chance to fill in those gaping voids in your magazine-related life. Below you'll find listed all those lovely issues of The One stretching back to May of last year, complete with detailed descriptions of their contents. Be warned that many of them have sold out - we're just so damn popular!

To order fill in the coupon below, write out a cheque or postal order for the required amount and send it to: The One Back Issues Dept, Tower Publishing, Sovereign Place, Lathkill Street, Market Harborough LE16 9EF.

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JUNE 1992 - SOLD OUT!

JULY 1992
ON THE DISKS! Playable demos of Red Zone and Galactic plus FIVE complete PD games: Battlements, Dragon Tiles, MegaTron, Omega Race and Hollywood Trivia!
WIPPED! Lotus 3, Wing Commander and The Carl Lewis Challenge!
REVIEWED! Lure of the Temptress, Monkey Island 2, Ishar, Striker, Championship Manager and many more!
TIPPED! Player's guides to Parasol Stars, Epic, John Madden Football and Eye of the Beholder 2!
PLUS! The One games challenge!

AUGUST 1992 - SOLD OUT!

SEPTEMBER 1992
ON THE DISKS! Playable demos of Premiere, Tiny Skweeks and Match of the Day, Flashback preview and three PD games: War, Nebula and Croak!
WIPPED! Second Samurai, Flashback and more on Frontier: Elite 2!
REVIEWED! Premiere, MegaTraveller 2, Guy Spy, Fascination, Beast 3 and many more!
TIPPED! Player's guides to Graham Taylor, Civilization and Fire & Ice (pt 2) and the on-going solution to Monkey Island 2!

OCTOBER 1992
ON THE DISKS! Three disks this month, containing playable demos of Assassin, KGB and Fireforce plus 2 PD games!
WIPPED! The Chaos Engine, Legends Of Valour and the final instalment of Frontier!
REVIEWED! Putty, The Humans, Aquatic Games, Lotus 3, Zool and many more!
TIPPED! Player's guides to Dune and Lure of the Temptress, the start of a complete solution to Eye of the Beholder 2 and the last part of the Monkey Island 2 solution!
PLUS! Those end-game sequences revealed! Westwood Studios interviewed!

NOVEMBER 1992
ON THE DISKS! Demos of The Chaos Engine and Lionheart plus five PD games!
WIPPED! Street Fighter 2, Gunship 2000, Darkmere and Desert Strike!
REVIEWED! Wing Commander, Road Rash, Legend of Kyrandia and many more!
TIPPED! Complete solution to Hook and the second part of the Beholder 2 solution!
PLUS! Sensible Software interviewed!

DECEMBER 1992
ON THE DISKS! Playable demos of Sensible Soccer V1.1, No Second Prize, McDonalds Land and Creatures plus a preview of Street Fighter 2!
WIPPED! Superfrog, Star Trek and WWF 2!
REVIEWED! Legends of Valour, No Second Prize, McDonalds Land, BC Kid, Nigel Mansell, Lethal Weapon and many more!
TIPPED! Guides to Zool and Wizkid plus the last part of the Beholder 2 solution!
PLUS! The A1200 revealed! Richard 'Mr Music' Joseph interviewed!

JANUARY 1993
ON THE DISKS! Psycho Game - a complete game specially written for The One by Bullfrog - along with playable demos of Gunship 2000 and Dalek Attack plus a preview of Archer Maclean's Pool!
WIPPED! Microcosm and Dracula on CD, Dune 2 and Superhero!
REVIEWED! Indy IV graphic adventure, Street Fighter 2, Cool World, KGB, Waxworks and many more!
TIPPED! Guides to Wing Commander, the start of a complete Legend of Kyrandia solution and a complete solution to Dizzy: Prince of the Yolkfolk!
PLUS! 1993 previewed! The One awards! Stunning Dave Gibbons cover!

FEBRUARY 1993
ON THE DISKS! Playable demos of Darkseed, Universal Monsters and Superhero!
WIPPED! Space Hulk, Chuck Rock 2 and Ambermoon!
REVIEWED! The Chaos Engine, Dragon's Lair 3, WWF 2, Darkseed and many more!
TIPPED! Player's guides to Street Fighter 2, Sensisoccer V1.1, Sabre Team and Fireforce plus the on-going Kyrandia solution!
PLUS! Commodore's ex-boss Kelly Sumner interviewed!

MARCH 1993
ON THE DISKS! Playable demos of Superfrog, Flashback, Prime Mover and Woody's World, plus a complete PD game: Oblivion!
WIPPED! Liberation: Captive 2, Woody's World, Ishar 2, Blastar and amny more!
REVIEWED! Body Blows, Lionheart, Flashback, Transarctica, Walker, Lemmings 2 and many more!
TIPPED! Player's guide to Legends of Valour, complete solutions to Indy IV adventure and Future Wars and the last part of the Kyrandia solution!
PLUS! Ten good reasons to buy an A1200 now! Dino Dini interviewed!

APRIL 1993
ON THE DISKS! Playable demos of FA Premier League (collector's item!), Abandone Places 2 and Beavers, plus two PD games: Transplant and PacMan Deluxe!
WIPPED! Batman Returns, Cyberspace, James Pond 3, Lost Vikings and many more!
REVIEWED! Superfrog, Arabian Nights, Chuck Rock 2, Abandoned Places 2, Desert Strike and many more!
TIPPED! Complete solutions to Darkseed, Dragon's Lair 3 and Indy III, plus the start of guides to KGB and Bill's Tomato Game!
PLUS! X-Wing on Amiga revealed (but it's actually an April Fool's joke).

MAY 1993 - SOLD OUT!

JUNE 1993
ON THE DISKS! Blaster!, a specially-written full game for The One, plus a playable demo of Nippon Safes and two complete PD games: Alien Bash and Tractor Beam!
WIPPED! Bubba 'n' Stix, Realms of Darkness, Innocent Until Caught, Maelstrom and many more!
REVIEWED! Goal!, Super Cauldron, Ancient Art of War in the Skies, Legend 2, The Lost Vikings and many more!
TIPPED! Player's guide to Lionheart and Chuck Rock 2 plus the completion of the solutions to KGB and Chaos Engine!
PLUS! We tell you how to get into the software business!

JULY 1993 - SOLD OUT!

AUGUST 1993
ON THE DISKS! Trex Warrior, a full game from Thalion written for The One, plus a playable demo of Ishar 2 and Snakes and a complete PD game: Wibble World Giddy!
WIPPED! Total Carnage, TFX, Beneath the Steel Sky, Utopia 2, Brutal Sports Football and many more!
REVIEWED! Deep Core, Sim Life, Whale's Voyage, Battle Isle '93 and many more!
TIPPED! Guide to Dune 2, Gunship 2000 and Reach for the Skies, the Abandoned Places 2 complete solution continues while the World Of Legend solution starts!
PLUS! The CD32 is unveiled! Arnie's raw deal!

SEPTEMBER 1993
ON THE DISKS! Playable demos of Overdrive, Bubba 'n' Stix, F117a Stealth Fighter, Deep Core and Suburban Commando!
WIPPED! Last Action Hero, Micro Machines, Alfred Chicken, Theatre of Death, Seek & Destroy, Oscar and many more!
REVIEWED! Soccer Kid, Hired Guns, Diggers, Premier Manager 2, Yo! Joe!, Blob, The Patrician and many more!
TIPPED! Complete player's guide to Syndicate and War in the Gulf, a complete solution to Transarctica, the start of the Ishar 2 solution, the ongoing Abandoned PLaces 2 and Worlds of Legend sagas!
PLUS! More CD32 info!

OCTOBER 1993
ON THE DISKS!Playable demos of Space Hulk, Alfred Chicken and Burning Rubber!
WIPPED! Mortal Kombat, Elfmania, Evolution, Wonder Dig, F1 and many more!
REVIEWED! Space Hulk, Jurassic Park, Overkill, Micro Machines, Alfred Chicken, Blastar, Disposable Hero, Burning Rubber and many more!
TIPPED! Complete players' guide to Diggers, Beastlord, Wibble World Giddy, The Patrician, Goal! and more of the Ishar 2 and Worlds of Legend solutions!

NOVEMBER 1993
ON THE DISKS! 3 Disks again, featuring playable demos of Uridium 2, Hero Quest 2 and Seek and Destroy, along with two complete PD games!
WIPPED! Body Blows Galactic, King's Quest VI, Rally, Rise of the Robots, Seventh Sword of Mendor and many more!
REVIEWED! Brutal Sports Football, Cardiaxx, Donk, Frontier: Elite 2, Qwak and many more!
TIPPED! Hired Guns, Alfred Chicken (part one), Space Hulk (part one), Ishar 2 (part three) and many more!
PLUS! The programmers talk to us! DMA Talk to us! FInd out how we make The One!

DECEMBER 1993
ON THE DISKS!Playable demos Alien Breed 2, Brian the Lion and Bob's Bad Day!
WIPPED! Heimdall 2, Reunion, Theme Park and many more!
REVIEWED! Cyberpunks, F117A STealth Fighter, Cannon Fodder, Alien Breed 2, Body Blows Galactic, Liberation, Magic Boy, Perihelion, The Settlers and many more!
TIPPED! The end of the Ishar 2 solution! Body Blows Galactic, Alien Breed 2, Space Hulk (part 2), MASSIVE Frontier players' guide, the complete solution to The Secret of Monkey Island and many more!
PLUS! Find out how they make Games World Live! as we spend a day with them!

JANUARY 1994
ON THE DISKS! Galactic: The Xmas Remix - a complete game from Stavros Fasoulas - plus a demo of Zool 2 and a complete A1200-only PD game!
WIPPED! Universe, Cool Spot, Dennis & Gnasher and Heimdall 2 Part 2!
REVIEWED! Mortal Kombat, Zool 2, T2, Microcosm, Bubba 'n' Stix and loads more!
TIPPED! Player's guides to Body Blows Galactic, Combat Air Patrol, Jurassic Park and bundles more!
PLUS! The programmers of Liberation speak! Massive preview of EVERY game scheduled for release in 1994!

FEBRUARY 1994
ON THE DISKS! Playable demos of Beneath A Steel Sky and Super Methane Bros!
WIPPED! Skeleton Krew, Zeewolf, Magician's Castle, Out To Lunch, Super Methane Bros and Heimdall 2 Part 3!
REVIEWED! Cool Spot, Brian The Lion, Seek & Destroy, F1, Castles 2, Simon The Sorceror, Campaign 2 and many more!
TIPPED! Mortal Kombat's finishing moves revealed, the start of complete solutions to Star Trek and Simon the Sorceror, secret spell recipes for Wiz 'n' Liz plus much more!
PLUS! Exclusive news about Rebel Assault and Day Of The Tentacle on CD32! The One team star in their own computer game - Snackerama!

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"Just about the best beat-'em up available."
Simon Byron, The One January 1994.
Overall Score 87%.
Worth £29.99 A1200, £26.99 A500/600.

● **Alien Breed 2**
"Alien Breed 2 truly is one of the best arcade blasters available... terrific fun to play."
Simon Byron, The One December 1993.
Overall Score 91%.
Worth £29.99 A1200, £26.99 A500/600.

● **Superfrog**
"Glumph!"
David Upchurch, The One April 1993.
Overall Score 93%.
Worth £26.99.

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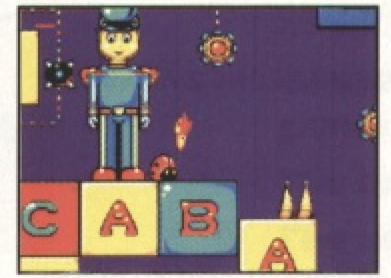
RECOMMENDED

This issue, Inspired by John Major, we decided that we'd get Recommended 'Back To Basics'. Out would go games that featured excessive violence, perverse sexual acts or single parents, and in would come nice, middle-class games that would offend nobody, had a good job and voted Tory. Trouble was, after we'd purged the filth from these pages we only had one game left - Alfred Chicken, and even that was on shaky ground 'cos you know what they say about chickens. So, since we couldn't think of any way to fill the resulting space, we decided to print the usual rubbish. Read on, sinner.

Alfred Chicken

86%

Publisher: Mindscape
Issue Reviewed: October 1993
Memory: 1Mb
Price: £26.99



Although not as good-looking as some of the recent flock of platform games, Alfred scores over many of its rivals by simply being incredibly playable. There are tons of secret rooms and bonuses to find and, generally speaking, you'd be hard pushed to find a better no-nonsense platform romp.

Beneath a Steel Sky

93%

Publisher: Virgin Interactive
Issue Reviewed: November 1993
Memory: 1Mb
Price: £29.99

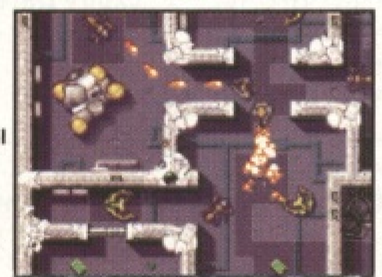


Revolution's latest has been produced in collaboration with top comic artist Dave Gibbons, and if ever there was a match made in heaven then this is it. The result is a stunning graphic adventure which, while lacking in humour compared to, say, Monkey Island, more than compensates in every other department.

Alien Breed 2

91%

Publisher: Team 17
Issue Reviewed: December 1993
Memory: 1Mb
Price: £26.99



Team 17 return to familiar territory with this, the sequel to the game that first established the company as one of Britain's leading Amiga developers. It's more of the same Gauntlet-esque bug-hunting action basically, but bigger, busier and blastier. Some have complained it's too easy though...

Body Blows Galactic

87%



Publisher: Team 17
Issue Reviewed: December 1993
Memory: 1Mb
Price: £26.99

Yet another sequel from Team 17 which does for street fightin' what Alien Breed 2 does for bug huntin'. Body Blows Galactic is the business, boasting much smoother animation - the characters no longer move like the puppets from Thunderbirds - faster action, animated backgrounds and enhanced sound effects.

Arabian Nights

90%

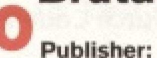
Publisher: Krisalis
Issue Reviewed: April 1993
Memory: 1Mb
Price: £25.99



Yes, Arabian Nights is yet another platform game, but don't yawn and turn over the page because this one is really something rather special. It's fast, looks good, sounds terrific and plays superbly, but on top of that it's got some excellent 'arcade adventure' aspects to add a touch of depth. Smart stuff all round.

Brutal Sports Football

88%



Publisher: Millennium
Issue Reviewed: November 1993
Memory: 1Mb
Price: £25.99

It's been a long time since Speedball 2 set the pace in fantasy sports games, and while Brutal Sports Football doesn't quite make the Bitmap game obsolete it's a worthy companion piece. It's extremely violent, with spurts of blood flying everywhere and even the occasional decapitation! You have been warned...

Battle Isle '93

89%

Publisher: Blue Byte
Issue Reviewed: August 1993
Memory: 1Mb
Price: £29.99



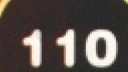
If you liked Battle Isle then you'll love this. It's basically more of the same but with an enhanced control interface ripped from Historyline. Once again you have to pit your armies of tanks, troops and spacefighters against the enemy hordes. Guaranteed fun for all.

Bubba 'n' Stix

91%

Publisher: Core Design
Issue Reviewed: January 1994
Memory: 1Mb
Price: £25.99

Another platform game from Core Design? Surely not! We shouldn't moan though, especially if there as well done as Bubba 'n' Stix. Yes, it's a bit short, but it's beautifully programmed, the graphics have a vividness not often seen on the Amiga and there's a brilliant vein of humour running through it all.





Cannon Fodder

93%



Publisher: Virgin Interactive
Issue Reviewed: December 1993
Memory: 1Mb
Price: £29.99

War, say the Sensible boys, has never been so much fun, and we have to agree - Cannon Fodder is one of the most enjoyable games we've played in, ooh, yonks. It may look like a fairly simple run around and blast affair, but there's a surprising amount of strategy needed if you're to make it through to the end.

Desert Strike

93%

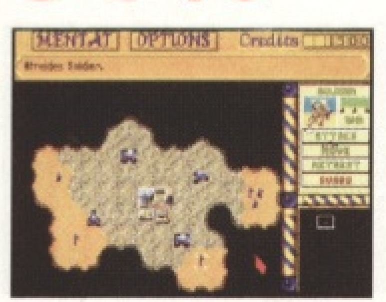


Publisher: Electronic Arts
Issue Reviewed: April 1993
Memory: 1Mb
Price: £29.99

Definitely EA's best Megadrive-to-Amiga conversion yet, DS has you flying a state-of-the-art attack chopper around hostile desert territory. Basically it's a thinking man's shoot-'em-up, with excellent graphics and sound as well as flawless playability. A classic, and actually better than its Megadrive inspiration.

Dune 2

90%

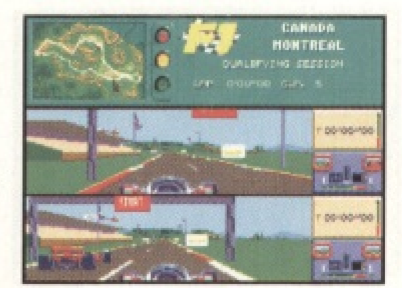


Publisher: Virgin Interactive
Issue Reviewed: July 1993
Memory: 1Mb
Price: £30.99

From Westwood, the people who brought you the highly-regarded Kyrandia, comes this, a very playable and beginner-friendly strategy game in the Sim City mould. Harvest spice, fight rival Houses, become ruler of Arrakis and have fun. This is good stuff for strategy buff and novice alike.

F1

90%



Publisher: Domark
Issue Reviewed: February 1994
Memory: 1Mb
Price: £25.99

From the French geezers what brought you Vroom come this, the official F1 licence. To be honest, it's basically Vroom all over again but slightly faster (as if it needed to be!) and with a superb two-player mode. Although not sim enough to satisfy a real F1 buff, it offers incredible spills and thrills to the arcade lover.

Frontier: Elite 2

96%



Publisher: GameTek
Issue Reviewed: November 1993
Memory: 1Mb
Price: £34.99

We've waited a long, long time for this, but it's been worth every minute of it. Frontier is, quite simply, the game you bought your Amiga for. Admitted it's not the most 'beginner friendly' game ever, and it takes a while to get its hooks into you, but when it does it won't let go for years. A must buy.

Fury of the Furries

90%

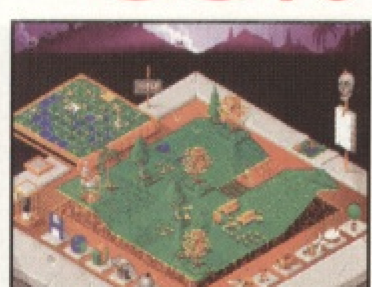


Publisher: Mindscape
Issue Reviewed: January 1994
Memory: 1Mb
Price: £29.99

A puzzle/platform game very similar to The Lost Vikings, Fury of the Furries offers 100 levels of mind-bending, reflex-testing action as you use your three cutesy Tinies in various permutations in an attempt to reach each stage's exit. It may not look like much but, believe us, it's as addictive as hell.

Genesia

88%



Publisher: Mindscape
Issue Reviewed: January 1994
Memory: 1Mb
Price: £29.99

This is a huge 'society building' game very similar to the equally recommended The Settlers. Starting off with a tiny tribe of people, you must use their various skills to build a thriving and expanding civilisation. It's not as easy to get into as The Settlers, but offers greater rewards for those who perservere.

Goal!

91%

Publisher: Virgin Interactive
Issue Reviewed: June 1993
Memory: 1Mb
Price: £25.99

The game that would be Kick Off 3 is finally here and it's a scorcher! While not as instantly accessible as some of its rivals there's a wealth of options you can toggle one and off to make life easier. In our book it's not quite the Sensi beater that some would have you believe it is but it's great none-the-less.

Gunship 2000

90%

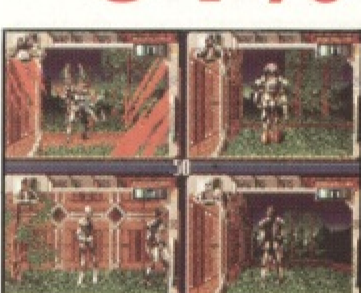


Publisher: MicroProse
Issue Reviewed: July 1993
Memory: 1Mb
Price: £34.99

Have we had to wait for this! Don't worry, though, it's been worth it. Once again the 'Prose people have come up trumps with what is undoubtedly THE helicopter sim on the Amiga. Super-fast contoured landscapes, wingmen, oodles of firepower and long-term challenge make this any flyboy's 'must buy'.

Hired Guns

91%



Publisher: Psygnosis
Issue Reviewed: September 1993
Memory: 1Mb
Price: £29.99

You may not think you like RPGs but if so you haven't played this - it truly is an RPG for everyone. Using a Dungeon Master-style control system you must guide four futuristic mercenaries around complexes blasting all and sundry and solving puzzles. It's violent in the extreme - but great fun!

Ishar 2

86%



Publisher: Silmarils
Issue Reviewed: July 1993
Memory: 1Mb
Price: £29.99

Yet more adventures in Arborea! The game engine has been tweaked and cleaned up here and there, but technically it's not that much of a leap over what the first Ishar offered. All the same it's good, long-lasting entertainment, even if it is too easy to waste a lot of time wandering around lost!

Jurassic Park

89%



Publisher: Ocean
Issue Reviewed: October 1993
Memory: 1Mb
Price: £26.99

An Ocean film conversion with not a platform in sight? Shurely shome mishtake? Nope - taking a pinch of The Chaos Engine and mixing it with a couple of spoonfuls of Legends Of Valour, JP turns out to be a game worthy of the licence, with arcade action a-plenty. Deserves to be a smash.

Liberation: Captive 2 — 94%

Publisher: Mindscape
Issue Reviewed: December 1993
Memory: 2Mb (CD32 only)
Price: £34.99

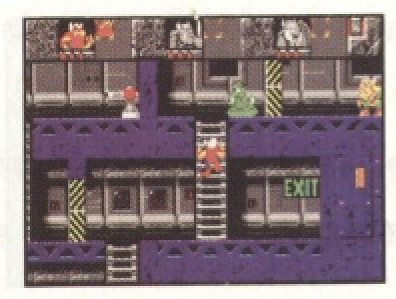
Yes! Here it is - the first CD32 game to enter the select Recommended Hall Of Fame. And deservedly so - Liberation is a brilliant, atmospheric RPG with one of the sexiest intros you're ever likely to see that really shows off Commodore's baby's capabilities to the full. Will probably help CD32 sales no end.



The Lost Vikings — 90%

Publisher: Interplay
Issue Reviewed: June 1993
Memory: 1Mb
Price: £25.99

The Lost Vikings is an arcade adventure with a premise very similar to Gobliiins', i.e. you have three characters under your control, each of whom have different abilities, and you have to use them in the right order to solve puzzles. Fortunately it's far better than that game. Indeed, it's one of the best this year!



Microcosm — 86%

Publisher: Psygnosis
Issue Reviewed: January 1994
Memory: 2Mb (CD32 only)
Price: £TBA

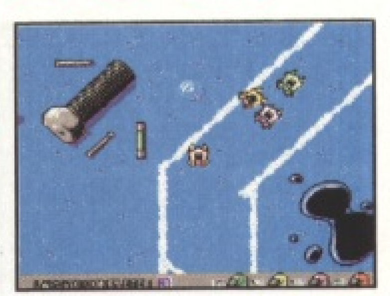
Okay, so basically it's little more than a basic 3D shoot-'em-up in the Space Harrier mould, but as far as 3D shoot-'em-ups go it's just about the best-looking one you could possibly imagine. And it plays pretty well too, although the joypad don't half make your thumb sore. All it really lacks is variety. Ah well.



Micro Machines — 89%

Publisher: Codemasters
Issue Reviewed: October 1993
Memory: 1Mb
Price: £25.99

No-one guessed that the Codies would beat Team 17 in the top-down racer Grand Prix but by golly they have! Although Micro Machines isn't quite as groovy in one-player mode as Overdrive, it compensates for this by having the best two-player action you're every likely to see. It's got to be played to be believed.



Mortal Kombat — 89%

Publisher: Virgin Interactive
Issue Reviewed: January 1994
Memory: 1Mb
Price: £34.99

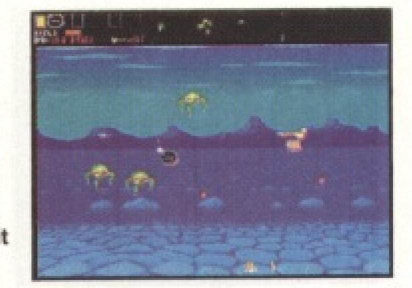
Top marks to Probe Software for coming up with arguably the most accurate coin-op conversion ever. Everything from the arcade original is here - the graphics, the sound and, most importantly, the gameplay ('the gore' surely? - Ed). Could well rank as the best beat-'em-up on the Amiga...



Overkill — 89%

Publisher: Mindscape
Issue Reviewed: October 1993
Memory: 2Mb (A1200 only)
Price: £25.99

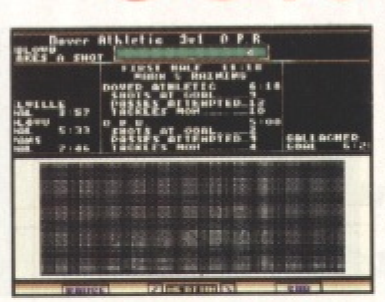
An A1200-only game which actually makes use of all those 32 bits, Overkill is the most intense blaster you're likely to come across. It's basically Defender with a few gameplay tweaks, so for shoot-'em-up purists it's the equivalent of heaven. May be a bit short for some, though.



Premier Manager 2 — 90%

Publisher: Gremlin
Issue Reviewed: September 1993
Memory: 1Mb
Price: £25.99

It's not very day you find us raving about a footy management sim, so when we do you can bet it must be pretty special - as Premier Manager 2 is! It's full of features and options, yet still marvelously easy to get into and play. If you fancy taking your team to the top of the league, here's where to come.



Qwak — 88%

Publisher: Team 17
Issue Reviewed: November 1993
Memory: 1Mb
Price: £12.99

Qwak may be 'just' a budget title but it's completely brilliant which is why it's found a home here amongst the Recommendeds. It's a one- or two-player Bubble Bobble-style game, with the aim being simply to amass points on your platform-filled odyssey through the kingdom of cuteness. Simply marvellous.



Second Samurai — 87%

Publisher: Psygnosis
Issue Reviewed: December 1993
Memory: 1Mb
Price: £29.99

Although perhaps looking a little too similar to the original First Samurai, this sequel is a far better game. Although the hero doesn't move quite a fluidly as he used to he's still pretty nifty with his sword, and the tighter level design and less oblique puzzles make for a much more entertaining experience all round.



The Settlers — 90%

Publisher: Blue Byte
Issue Reviewed: December 1993
Memory: 1Mb
Price: £34.99

Imagine Little Computer People cross-bred with Populous and you'll have a good idea what Settlers looks and plays like. It's your typical God game (build an empire, keep your folks happy and quash any rivals) spruced up with some super-cute animations on your subjects. Great stuff and very user-friendly



Skidmarks — 88%

Publisher: Acid Software
Issue Reviewed: January 1994
Memory: 512K
Price: £25.99

If you have fond memories of Super Off-Road then prepare to have them rekindled with this, a superb racer viewed from a similar perspective. Although a bit of a duffer when played alone - the computer cars are crap to say the least - it's brilliant in two-player mode (as per usual with these kinds of games).



Simon the Sorcerer — 89%

Publisher: AdventureSoft
Issue Reviewed: February 1994
Memory: 1Mb
Price: £34.99

Britishers AdventureSoft take on the American might of LucasArts and Sierra with this humourous graphic adventure. Obviously intended to be a Monkey Island 2 beater, it comes very close to succeeding. However, the interface doesn't quite surpass LucasArts' and the puzzles are tough - but don't let that put you off.





Soccer Kid

93%

Publisher: Krisalis
Issue Reviewed: September 1993
Memory: 1Mb
Price: £26.99



Well, well, well. Just four months after we screamed that Superfrog was the best Amiga platform game ever, along comes Soccer Kid and we have to change our tune. It's nothing short of brilliant - gorgeous to look at, sweet on the ears, and boasting some of the slickest gameplay we've seen in a long time. Buy it!

Uridium 2

91%

Publisher: Renegade
Issue Reviewed: November 1993
Memory: 1Mb
Price: £26.99

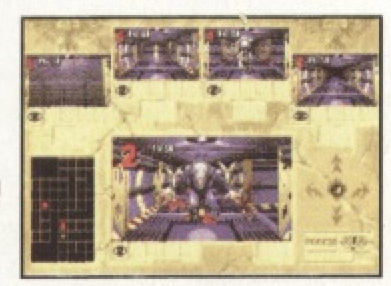


The C64 classic comes to the Amiga in style, souped-up beyond belief with 32-colour graphics, 50-frames-per-second action, multi-way scrolling, power-ups and all the other good things you've come to expect from a 90's shoot-'em-up. It's very tough, but for die-hard blasting fans it's a dream come true.

Space Hulk

91%

Publisher: Electronic Arts
Issue Reviewed: October 1993
Memory: 1Mb
Price: £31.99

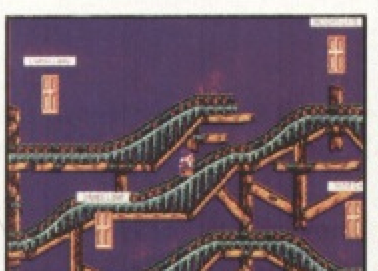


At last - a conversion of a boardgame that doesn't simply recreate the board in DPaint! Instead, Space Hulk takes all the best bits from the original game and bungs in a whole load of extra computer effects to create one of the most atmospheric strategic-blasters we've seen in ages. Completely ace.

Wiz 'n' Liz

86%

Publisher: Psygnosis
Issue Reviewed: November 1993
Memory: 1Mb
Price: £26.99



Originally a Mega Drive game, this cutesy race-'n'-collect-'em-up is perhaps a little too simplistic to be worth buying if you're going to be playing it alone - you're likely to get bored of it long before the end ever comes into sight - but it's great value if you've got a friend who can join in the fun.

Stardust

91%

Publisher: Bloodhouse
Issue Reviewed: December 1993
Memory: 1Mb
Price: £16.99



An unbelievable bargain at the price, Stardust is the ultimate Asteroids clone. The graphics have to be seen to be believed and it plays as well - maybe even better - than it looks. Along with the stunning 3D sub-game breaking up the rock bustin' between levels, this is a feast you just have to treat yourself to.

Worlds of Legend

92%

Publisher: Mindscape
Issue Reviewed: June 1993
Memory: 1Mb
Price: £25.99

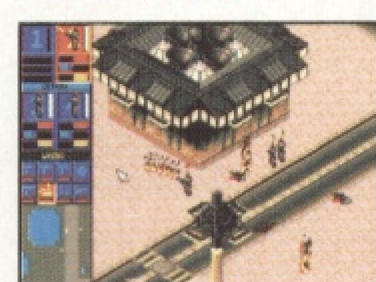


If you missed last year's Legend then you should make up for it right now and get this. It's a superb RPG which uses a near-identical control system. It's got plenty of action and tons of atmosphere. If you're the sort of person who cringes in horror at the thought of RPGs then this will convert you. See also Hired Guns.

Syndicate

88%

Publisher: Electronic Arts
Issue Reviewed: July 1993
Memory: 1Mb
Price: £26.99

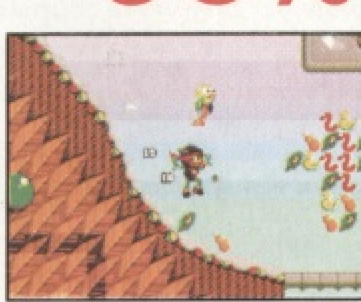


Cross Bladerunner with a Sam Peckinpah movie and what do you get? Syndicate. From Bullfrog, this isn't perhaps quite in the same league as Populous 2 or Powermonger but it's damn fine all the same, especially if you like your computer game violence gory and realistic. Dead smart.

Zool 2

90%

Publisher: Gremlin
Issue Reviewed: January 1994
Memory: 1Mb
Price: £26.99



Yet another sequel wangles its way into these Recommended pages. Despite being more of the same, this is far superior to the original - Zool now has much more character, is much better animated and is a lot more enjoyable and less frustrating to control. If you want you can even play as Zooz, Zool's girlfriend!

COMPETITION

There's free software up for grabs! And all you have to do to get it is answer the following questions, which we've made so easy even Simon can answer them...

(1) What is your name?
(2) What is your address?
(3) What is the meaning of life? (Answers should weigh in at 12 words or less.)

Answers on a postcard or back of an envelope by April 28th to the following address: The All-New Recommended Compo 1, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The first ten entries drawn from the hat after the closing date win!

Next Month

With Living Soap currently pulling in over two-million viewers each week, we decided to do our own version. Now, you probably don't know this, but we all live in the same house in Islington, London. It's a simple four-bedroom terraced building overlooking a rusty moped and falling-down wall, but it's warm and suits us perfectly. The following conversation was recorded on 25th February 1994.

(Door slams off-screen.)

David: Hey-ho, home at last! I can't wait to get my feet in the old Clarol Foot Spa, my bunions are killing me. Simon, hang up my coat, would you?

Simon: Certainly, my good man. Jenny, what's for tea?

Jenny: Baby food and seaweed, topped off with some Twiglets. Okay?

Simon: Mm-mm. Sounds scrummy-licious. Matt, what time are your friends coming round for the open-air gig in the conservatory?

Matt: 'Bout seven-ish.

David: Great, that just gives me time for a few games of Super Mario Kart on my brilliant SNES. I love Nintendo, me.

Simon: Yes, me too. I'm hoping to finish off Zelda on my Gameboy.

Matt: And I think that the inventor of Mario and Zelda, Shigeru Miyamoto, is the best person ever and I wish he was my dad. Really I do.

Jenny: Er, colleagues. Don't forget we're doing that Living Soap rip-off tonight to fill up the back page because we can't think of any good ideas.

David, Simon and Matt: Glumph! Etc.

(Canned laughter ensues.)

Simon: Oh yes, ha, ha, ha. You guys are always being sarcastic, aren't you?

Matt: Er, yes. We're crazy.

David: Zing! See, I just said that for no reason whatsoever. Zing! There I go again. Zi...

Simon: Is this recording now?

Jenny: Yes.

Simon: Right. Ahem. Cor blimey, I've had a really, really hard day at the office. The April issue certainly is going to be one of the best we've ever done. Ever.

David: Zing!

Matt: Er, yes. I've just been playing Rise of the Robots and blow me if it isn't the best thing ever. The exclusive review I'll be writing next week will be my most enjoyable yet.

Simon: I haven't done much work today because I've been playing our fab Heimdall 2 demo. It really is the best demo ever. And that's no word of a lie.

David: Zing!

Jenny: Look you guys, this is meant to be a true reflection of our domestic life, giving the readers an insight into what we're really like. I can't be a part of this... *(Storms out.)*

David: Zin... Good, I'm glad that stupid moo has gone. I really hate her, you know.

Simon and Matt: Day-vid! You do realise that you're being set up for another of those 'Are we recording?' gags, don't you?

David: Why, are we recording?

Simon and Matt: Yes!

David: Glumph again!

(Canned laughter ensues.)

David: In that case, why aren't we making up stuff about the April issue? We could use this airtime as free advertising.

Matt: We have been.

David: Well, just for those who missed it the first time, what's going to be in the April issue, then?

Simon: Er, there'll definitely be reviews of Darkmere and Manchester United: Premier League Champions. Cyberspace, Battletoads and Apocalypse are all distinct possibilities. We may have some other exclusives but, hey, who knows?

Matt: Coverdisk demo-wise, Heimdall 2 is confirmed. And that's about it. I would tell you more, but it's all super top secret, I'm afraid.

David: Well, it all sounds like it will be the best issue ever.

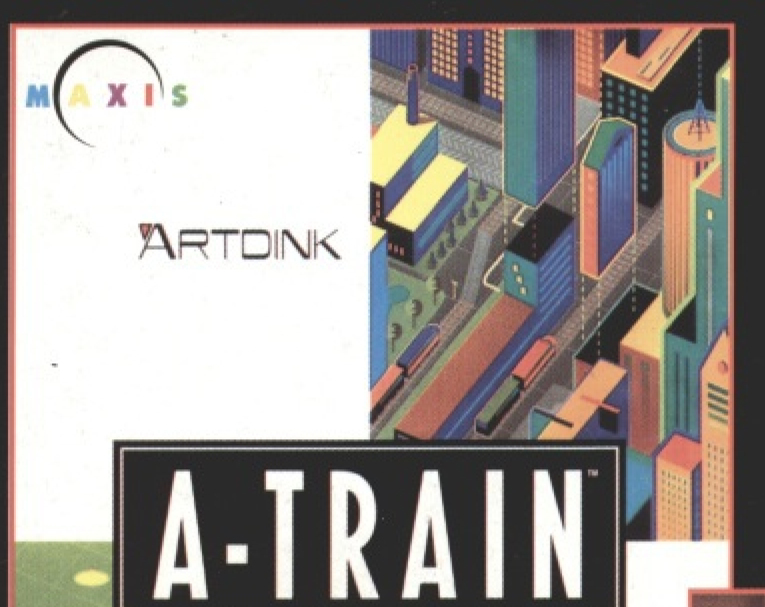
Everyone: Yes!



April issue out 28th March. It'll be the best ever. We think.


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THE (RAIL) ROAD TO RICHES ! Cities all over the world are masses of idling, polluting, honking cars.

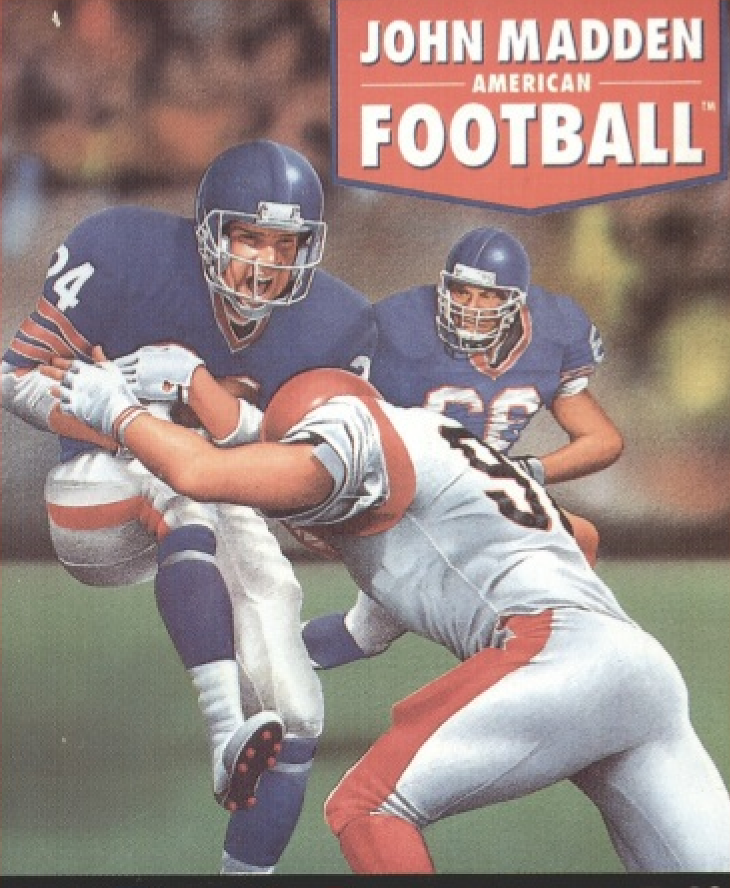
We need mass transit - but local, state and national governments haven't been able to make it work.

If you can create and operate a successful privately held mass transit operation, you'll do the world a service and reap huge financial rewards - but that's only the beginning....

"Exciting graphics & tons of gameplay." AMIGA ACTION

"One of the best strategy games available." AMIGA POWER

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All the hard-hitting action of real American Football. The scrolling 3D playfield captures the speed of the real game, with total control of any player, from quarterback to kicker. IsoVision™ passing camera zeroes in on receivers racing down the field - choose plays with ease from Madden's on-screen playbook.

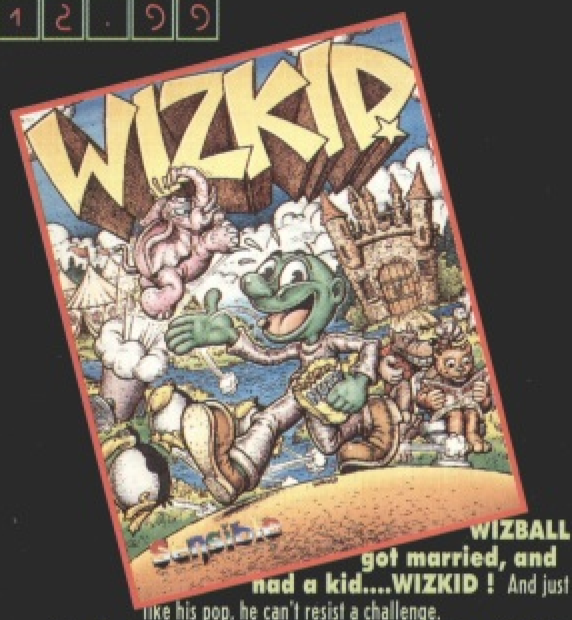
* Block tackles, dive, jump and 'sack' the quarterback !
* Real weather conditions - tough it out in the rain, mud and snow.
* 1 or 2 players - play head-to-head.

"The best American Football game on the market..."

"... what more can I say but brilliant." AMIGA COMPUTING - 90%

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12.99



WIZBALL got married, and had a kid....WIZKID ! And just like his pop, he can't resist a challenge.

Nifta, the feline family friend, has been catnapped, along with Wizball and Wizard. They've all been thrown into the dungeons of Zark's castle - except Nifta, who has been imprisoned in the Turtle Jail. Got all that? Good, and that is just the start of your adventure in this totally original...well, it's kinda cute, a bit of arcade... yeh, it's the best bott'em up on the software scene. Go for it! Gorge yourself on a feast of crazy, zany graphics and a gameplay that will have your joystick pleading for mercy and your ma screaming "Your dinner's still hot 'cos the bin's on fire!"

"Very addictive & challenging."
CU AMIGA - 90%
"Exciting, excellent... this offers hours of fun."

9.99

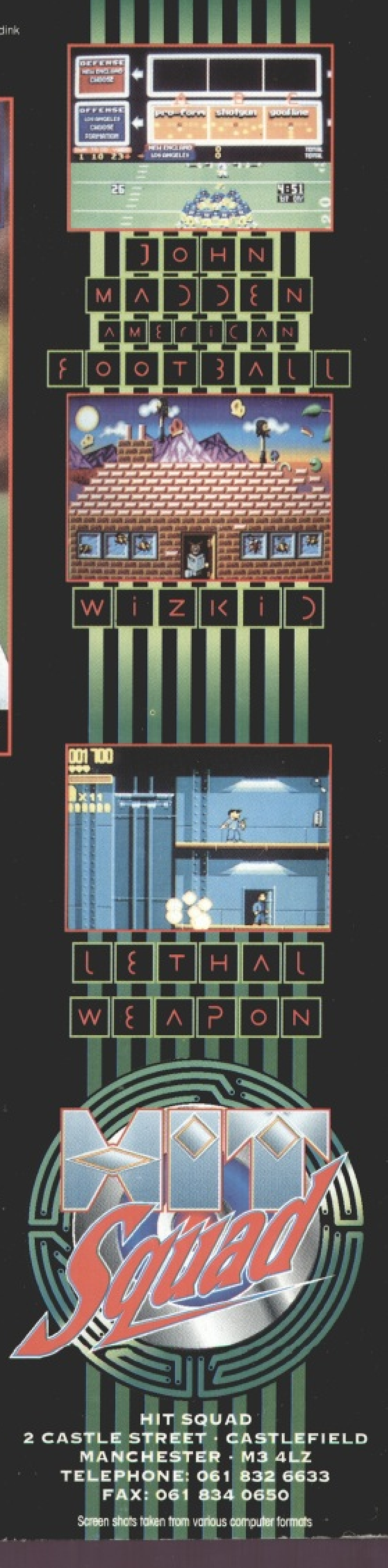


TWO COPS - BOTH LETHAL !

A multi-level shoot 'em up based on aspects of all three Lethal Weapon movies. You can choose to be either one of the two high fire-power cops.... each having his individual strengths - and weaknesses !

There are many missions to complete, including the rescue of a kidnapped girl, the pursuit and arrest of drugs runners, finding and arresting a police murderer, plus many more.- You choose the level to suit your objectives within the gameplay. It's mean, fast and...LETHAL !

Very addictive & challenging.
CU AMIGA - 90%
"Exciting, excellent... this offers hours of fun."



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Screen shots taken from various computer formats